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GO WORLD

NOVEMBER-DECEMBER

1978

NO.10





Otake, Rin and Ishida in the garden of the Daimaru Villa in Fukuoka where the fourth game of the Meijin title was played

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The cover: An anonymous print from the Narita Collection. Photograph by Nishi Kinya. This print, a satirical comment on current affairs, is from the collection 'An assemblage of crazy pictures and strange encounters', published in Tokyo in 1877. The soldier on the right, in the uniform of the new Imperial Army, has white and is winning; his opponent, a samurai wearing the traditional military surcoat, has admitted defeat. The comments of the two samurai: 'This move was bad'; 'It's a pity this group died'; the soldier's comment: 'No matter how many of you give advice, there's going to be a massacre'... The privileges and stipends of the feudal samurai class were abolished during the 1870's and a Western-style conscript army was created. Discontented samurai rose in rebellion under the leadership of Saigo Takamori in 1877 but were put down by the new conscript army.

Go World is published by The Ishi Press.
Address subscriptions to The Ishi Press,
Inc. CPO Box 2126, Tokyo.
Editor: John Power

Yearly subscription rate: ¥4,380 (6 issues by seaimail)
Price per single issue: ¥730
Airmail rate: ¥6,200 per year; ¥1,050 per single issue
(Discounts are available for bulk orders by seaimail)

Note: Japanese, Chinese and Korean names are given with the family name first.

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Kato Defends Honinbo Title, Loses Gosei Title

Kato Masao's tournament schedule was even more hectic than usual this year — in addition to trying to fend off challengers to two of the titles he already held, he was also fighting his way towards the finals of two other major tournaments, not to mention three TV haya-go tournaments and the distraction of the birth of his first child. An additional handicap was the weather — the hottest July since 1941 and the hottest August on record.

When the dust settled, the results were just so-so by Kato's standards: he retained the Honinbo title with a lucky win against Ishida in the seventh game, but lost the Gosei title to Otake 1-3; he did well in the Oza and Tengen titles but lost the Meijin league playoff to Otake. He still remains at the centre of the stage but is not monopolising the limelight.

Results. Honinbo Title, Game 7 (July 31, Aug. 1). Kato (W) won by resignation.

Gosei Title, Game 1 (July 5). Otake (B) by 2½ points.

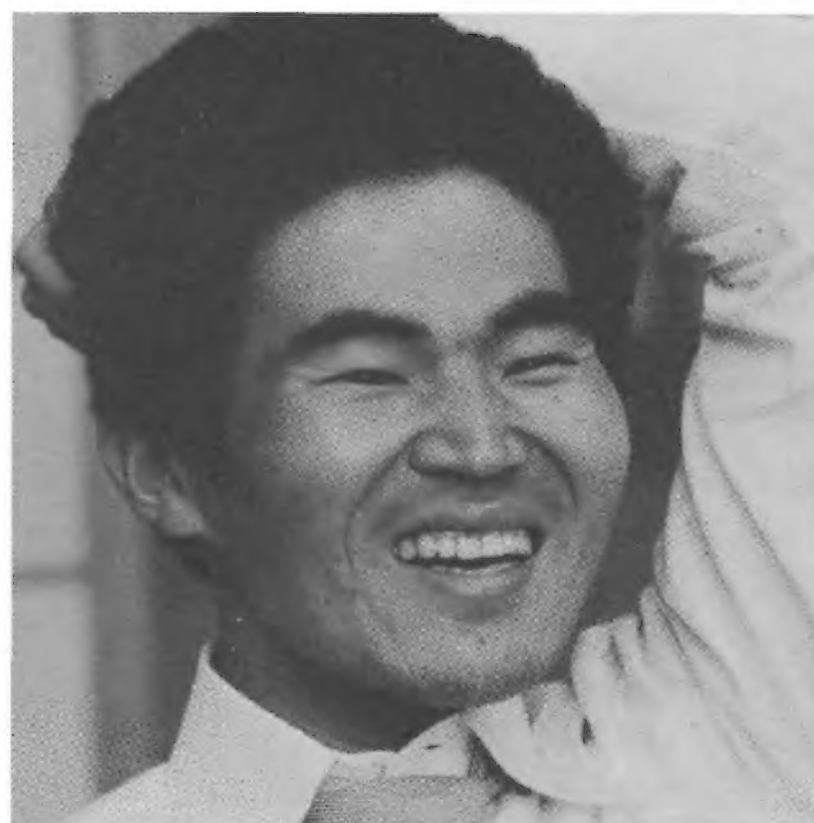
Game 2 (July 21). Otake (W) by 3½ points.

Game 3 (Aug. 17). Kato (W) by resig.

Game 4 (Aug. 23). Otake (W) by 1½ points.

Otake Recaptures Meijin Title

Otake Hideo has avenged his humiliating defeat in last year's Meijin title by defeating Rin Kaiho 4-2 in the 3rd Meijin title. Last year Otake suffered from inexplicable lapses in concentration and was unable to pick up even one win against 3rd Meijin League



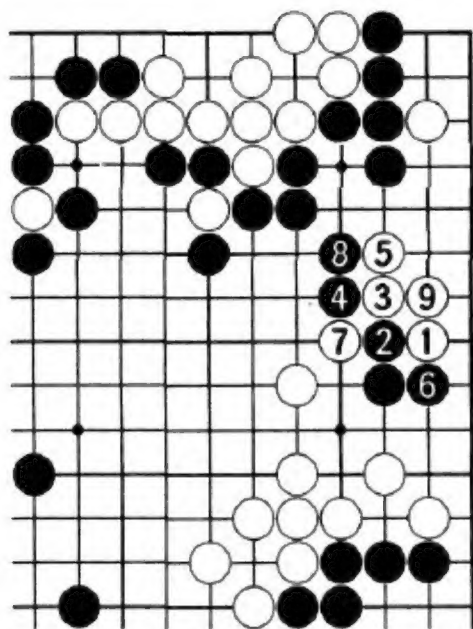
Otake elated at winning the Gosei title

Rin, then the challenger. This year, however, Otake has been in marvellous form (his record to November 3rd is 35 wins — 11 losses) and has been doing well in all tournaments. First of all, he caught up with Kato in the last lap of the Meijin league, then defeated him by 3½ points in the playoff on the 26th August. He made a bit of a shaky start in the title match against Rin, losing the first game, then scoring a lucky upset win in the second, but then he went on to play scintillating Go. Rin was by no means playing badly himself, so a couple of Otake's wins are already widely regarded as masterpieces. A full coverage of the series will be presented in our next issue.

Results:

Rank	Name	O	I	S	K	H	Ka.	Ku.	S	C	Score	Place
1	Otake	—	1	1	×	1	1	1	1	1	7-1	1
2	Ishida	×	—	1	×	1	×	×	1	×	3-5	6
3	Sakata	×	×	—	1	×	1	1	1	1	5-3	3
4	Kato	1	1	×	—	1	1	1	1	1	7-1	2
5	Hashimoto	×	×	1	×	—	1	1	1	×	5-3	5
6	Kajiwara	×	1	×	×	×	—	×	1	×	2-6	—
7	Kudo	×	1	×	×	×	1	—	1	×	3-5	—
7	Shiraishi	×	×	×	×	×	×	×	—	×	0-8	—
7	Cho	×	1	×	×	1	1	1	1	—	5-3	4

Note: the players are ranked according to their results in the previous league.



Black to play (Game 6): find the tesuji that won Otake the Meijin title. Rin invaded at 1 (actually 114), but there was a fatal blindspot in his analysis. After White 9, Black has a clever move which captures the white stones unconditionally. (Answer in our next issue)

- Game 1 (Sept. 7,8). Rin (B) won by resignation.
- Game 2 (Sept. 20,21). Otake (B) by 2½ points.
- Game 3 (Oct. 5,6). Otake (W) by resig.
- Game 4 (Oct. 11,12). Otake (B) by resig.
- Game 5 (Oct. 23,24). Rin (B) by resig.
- Game 6 (Nov. 2,3). Otake (B) by resig.

Another Shuko – Kato Showdown

Kato Masao and Fujisawa Shuko have won their way to the final of the 4th Tengen title, which is great news for fans who enjoyed their encounter in the Kisei title at the beginning of this year. In contrast to 1977, when he spent the remainder of the year celebrating after winning the 1st Kisei title, Shuko has been taking his Go seriously this year, and early on in the piece he publicly declared his intention of annexing the Tengen title as well. This is the only title in which the holder does not defend the title, so the current holder, Shimamura, will be automatically dispossessed the moment the best-of-five series between Kato and Shuko is decided.

3rd Kisei Title

The first stage of the 3rd Kisei title was finally concluded on the 30th August, when Otake Hideo defeated Sakata Eio by 6½ points in the final of the 9-dan section.

The same two players met again on the 2nd October in the final of the second stage, a knock-out tournament among the dan-winners of the first stage. This time Sakata turned the tables, defeating

Otake by resignation.

The third stage of this mammoth tournament is now under way. Participants are Kato Honinbo, Otake Meijin, Kudo Oza, Sakata 9-dan, Shimamura Tengen, Rin Kaiho, Ishida Yoshio and Chino 8-dan. The winner of this stage will challenge Fujisawa Shuko for the Kisei title.



Ishida (left) wins the second game.

Ishida Akira Wins 3rd Shinjin–O Title

At the age of 29 Ishida Akira 7-dan has won his first title by defeating Kurahashi Shozo 7-dan of the Kansai Ki-in in the Shinjin–O (king of the new stars) title match. This tournament is restricted to players up to 7-dan in rank and 35 years in age. Ishida is co-author of the forthcoming Ishi Press publication 'Attack and Defense'.

- Game 1 (July 11). Kurahashi (W) by resig.
- Game 2 (July 21). Ishida (W) by resig.
- Game 3 (July 28). Ishida (W) by resig.

1979 British Go Congress

The 1979 British Go Congress will be held at the University of Bath over the weekend of March 31st and April 1st. The main tournament will be a six round MacMahon, with a lightning tournament on the Friday night. Further details are available from P.T. Manning, 8, Blenheim Road, Redland, Bristol BS6 7JW.

Seminar on the Scientific Theory of Go

At the 1979 European Go Congress, to be held in Bonn in July, a seminar, the second of its kind, will be held from the 27th to the 29th July with the aim of deepening the understanding of the logical and mathematical background of Go. The following topics will be discussed:

the rules of Go — understanding and classification

mathematical principles of Go

advances in computer programming of Go
psychological and pedagogical aspects of Go

Those interested should contact Prof. Dr. Klaus Heine, Kleiststr. 67, 294 Wilhelmshaven, F. R. Germany

1978 U.S. Championships

Two important tournaments were held on Labour Day weekend (2nd and 3rd September) this year. The Eastern Championships were held in the Empire Room of the Hotel Lexington in New York and the top tournament was won by Shin A. Kang, who defeated Young Kwon in the final. The Western Championships were held at the Rafu Ki-in in Los Angeles and the top tournament was won by Shigeo Matsuhara, who defeated last year's Western and U.S. champion, Kwung Wan Kim 7-dan, in the final. A playoff to decide the 1978 U.S. Champion will be held between Kang and Matsuhara in December.

Their victories earned Kang and Matsuhara places in the U. S. team for the 1st World Amateur Go Championship. The third member of the team is the 1977 U.S. Champion Kim.

Japan — Britain Telex Go Match

Long distance Go is the new vogue in international Go. After successful telephone matches between Britain and Russia (see GW7, p.5) and Britain and the U.S. (played on July 4th and won 2-1 by the U. S.), Japan Air Lines decided to sponsor a telex match between Japan and Britain. The match took place on the 4th October and received considerable publicity in Tokyo, being reported in the TV news as well as in the press. Although each player had only 45 minutes (plus byo-yomi), none of the games were completed during the 4½ hours of telex time available and so the results were adjudicated by the referee, Nakaoka Jiro 7-dan, director of the Overseas Department of the Nihon Ki-in.

Board 1. Adam Pirani 4-dan (age 14) defeated Hirayama 4-dan (age 15).

Board 2. Julian Faraway 1-dan (age 17) lost to Okuno 1-dan (age 18).

Board 3. Louise Callaghan 1-kyu (age 17) defeated Miss Sugita Kazuko 1-dan (age 15).

Board 4. Philip Minshull 1-kyu (age 17) lost to Miss Shinkai 1-dan (age 13).

All games were on even with 5½ points komi.



Kang (right) meets Kwon in the final of the Easterns. Watching are Art Silverstein (left) and Milton Bradley. (Photo Terry Benson)

2nd Overseas Go Seminar

The 2nd Seminar in Instruction Methods for Overseas Teachers of Go was held at the Nihon Ki-in in Tokyo from the 13th to the 23rd October, 1978. Participants were drawn from America and Oceania and were subjected to a rigorous schedule of lectures on teaching methods in the mornings and instruction games with professionals in the afternoons. In addition there were two group discussions which were mainly concerned with analysing present progress in popularising the game and with crystallising ideas and plans for the future. The participants were:

Argentina: Franklin Bassarsky 1-dan

Australia: Clive Davies 1-dan

Brazil: Miguel Flusser 1-dan

Canada: Charles Elliott 2-dan

Canada: Stan Williams 4-kyu (observer)

U.S.A.: Terence Benson 1-dan

New Zealand: Raymond Tomes 1-dan

The seminar was sponsored by the Nihon Ki-in, the Japan World Exposition Commemorative Association and Japan Air Lines. Last year representatives of eight western European countries participated in the first seminar.

News in Brief

34th Honinbo league. Sakata Eio and Kudo Norio, both 9-dan, have won places in the 1979 Honinbo league, joining Ishida, Takemiya, Rin and Kobayashi Koichi. Two places remain to be decided.

Continued on page 44

The First World Amateur Go Championship

13th—17th March, 1979

The Nihon Ki-in, Tokyo

In recent years Go has become more and more popular throughout the world and has gained enthusiastic adherents in all major countries. The Nihon Ki-in has done all that it can to encourage the spread of Go. With the active support and cooperation of the Ministry of Foreign Affairs and the Agency for Cultural Affairs and the sponsorship of such bodies as the Japan Foundation, the Japan World Exposition Commemorative Association and Japan Air Lines, we have endeavoured to contribute to the internationalisation of Go by sending professional players on overseas instruction tours and by inviting overseas players to visit Japan.

In a tie-up with Japan Air Lines, the Nihon Ki-in is now organising a new project, the First World Amateur Go Championship. This tournament will be held in Tokyo from the 13th to the 17th March, 1979, with thirty-two leading players from around the world participating. The theme of the tournament will be 'International Friendship through Go' and it is hoped that it will become a regular feature of the international Go scene. The Nihon Ki-in looks forward to the cooperation of all lovers of Go in making this tournament a success.



At present the number of Go fans is said to surpass ten million, yet the game is still increasing in popularity, irrespective of age or sex or nationality. When one considers the international nature of the game nowadays, together with the social value of Go as a means of self-development, it seems safe to say that the future of the game is assured.

At this stage in the development of Go, the realisation, through the cooperation of Japan Air Lines, of the First World Amateur Go Championship, is a significant contribution to the internationalisation of Go and I am sure that it will be welcome news to all Go players throughout the world.

Tajitsu Wataru
President
The Nihon Ki-in



In the centuries since Go was transmitted to Japan from China, it has become established as one of the favourite intellectual pastimes of the Japanese people. Now, in the twentieth century, it is achieving a well-deserved international popularity.

Japan Air Lines is very pleased and proud to have the honour of sponsoring, together with the Nihon Ki-in, the First International Amateur Go Tournament. Japan Air Lines has always endeavoured to fulfil its role as the national airline, 'the wings linking Japan to the world', by promoting cultural exchange between other countries and Japan. It is our fervent hope that this tournament will make a worthwhile contribution to the cause of international friendship.

Asada Shizuo
President
Japan Air Lines

First World Amateur Go Championship Details

Date: 13th to 17th March, 1979

Venue: The Nihon Ki-in, Tokyo

Sponsors: The Nihon Ki-in & Japan Air Lines

Tournament system: the tournament will consist of an individual knockout championship among 32 amateur players from seven zones. The winner will be awarded the Japan Air Lines Cup. The zones are:

Zone 1. Europe: 8 players

Zone 2. North America: 4 players

Zone 3. South America: 4 players

Zone 4. Oceania: 2 players

Zone 5. Korea: 4 players

Zone 6. Peoples Republic of China: 4 players

Zone 7. Japan: 6 players

In addition to the players, the teams from each zone will include a non-playing team captain. All the actual players must be nationals of the countries they represent.

Televising: Seven games from the tournament, that is, the quarter-finals on, will be included in a TV Go program sponsored by Japan Air Lines.

Future tournaments: It is hoped that the tournament will become an annual event, with other Go-playing countries acting as host in subsequent years.

Participants in the 1st World Amateur Go Tournament

Over half the participants in the 1st tournament have already been decided through various national tournaments. They are as follows:

Zone 1

Walter Zickbauer (President, European Go Federation) — team captain

Helmut Hasibeder (Austria) — 1978 European Champion

Ronald Schlemper — 1978 Dutch champion

V. A. Astashkin — 1977 U.S.S.R. champion

Zone 2

Kyung Wan Kim — 1977 U.S. Honinbo

Shin A. Kang — 1978 Eastern Honinbo

Shigeo Matsuhara — 1978 Western Honinbo

Zone 3

T. Arikawa (President, Brazil Ki-in) — team

captain

S. Okazaki — 1st, 2nd Brazil Honinbo

T. Takamori (Brazil)

Fernando Aguilar — 1977 Argentine champion

Zone 4

William Leveritt (Australia) — team captain

Sang Dae Hahn — 1978 Australian champion

Graeme Parmenter — 1978 New Zealand champion

Zone 7

C. Narumi — 1977 Nihon Ki-in Amateur Champion

Yoshiko Kamekura — 1978 Women's Amateur Champion

B. Imamura — 1st, 1978 Nihon Ki-in Amateur Championship

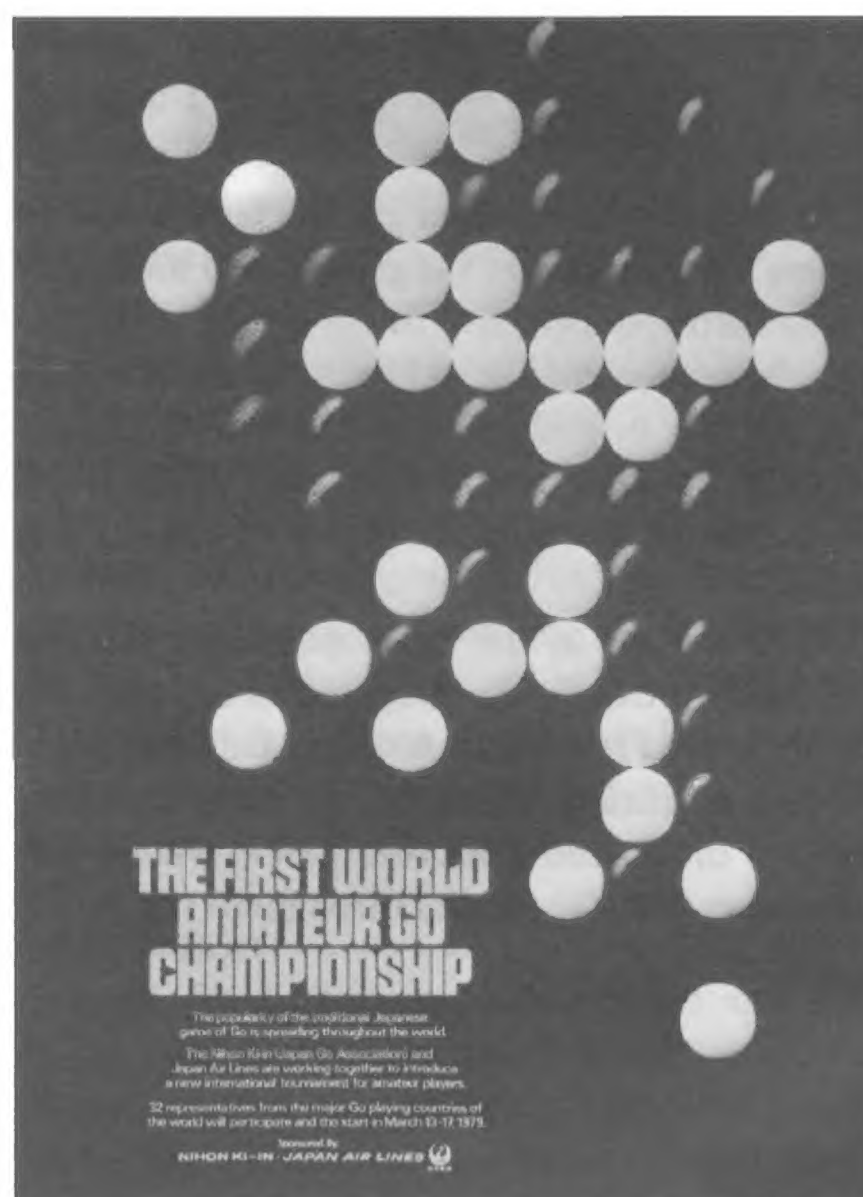
Yasuro Kikuchi — 2nd

Hajime Yasunaga — 3rd

B. Murakami — 4th

No participants from zones 5 and 6 have been decided yet.

Note: all names above are given in the Western order.



33rd Honinbo Title: Game Seven

White: Kato Masao, Honinbo & Judan

Black: Ishida Yoshio 9-dan

komi: 5½; time: 9 hours each

date: 31st July, 1st August; played at the Seikoen inn in Yugawara, Atami

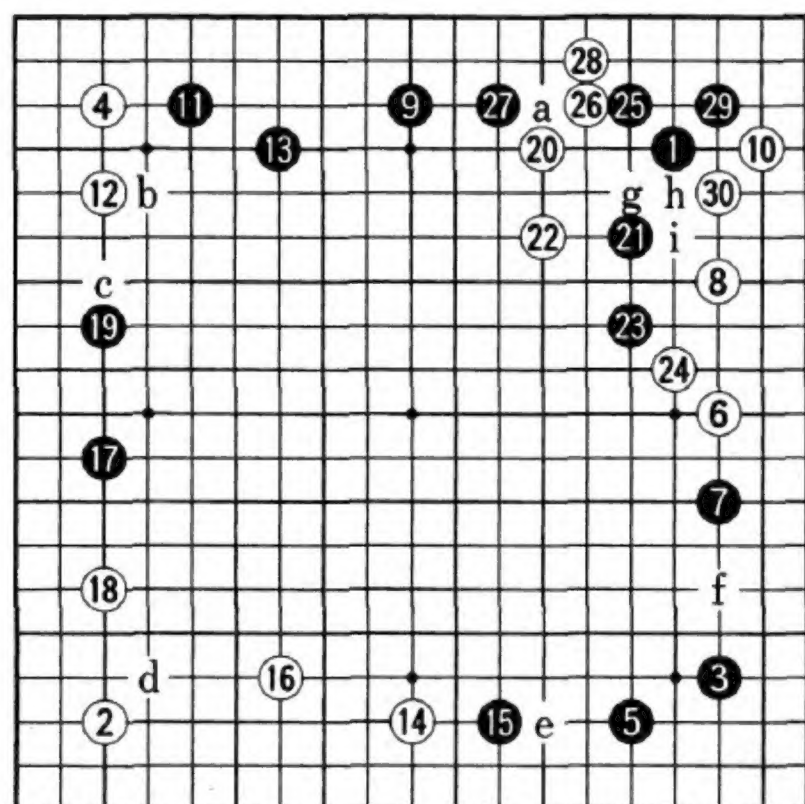


Figure 1 (1 – 30)

Figure 1 (1 – 30). *Ishida's favourite pattern*

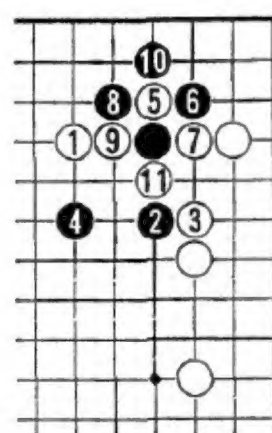
Thanks to Ishida's valiant fightback, this series became the first Honinbo title match since 1975 to go the full distance. In that year Ishida, then the title-holder, trailed Sakata Eio 1–3 but recovered to win the series. The following year Ishida lost 1–4 to Takemiya, then Takemiya lost 1–4 to Kato in 1977. This year, fortunately, the title match recaptured some of the drama of the epic clashes of the past and the final game generated intense interest among Go fans.

The fuseki up to 9 is the same as the third and fifth games; this pattern is one of Ishida's favourites and he often relies on it in important games. Black 9 is a large-scale move; more 'usual' would be Black 'a' or 30.

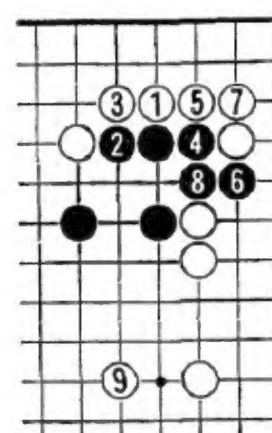
White 10. In the fifth game Kato played at 'a', but this move was not well received by other players. The same position appeared in a Meijin league match between Ishida and Cho Chikun 8-dan a week before this game; Cho played White 10, then answered Black 11 with 'b'. Kato preferred White 12, however, as White 'b' leaves Black with a good attacking move at 'c'.

Black 15. Playing at 'd' would be natural here, but Ishida seems to dislike this move. Black 15 is also a good move; if omitted, White can play 'e', threatening a severe invasion at 'f' next.

White 20. Kato thought for fifty minutes before opening hostilities with this move. The other main possibility here is the one-space pincer at 1 in Dia. 1. Black 2 and 4 could be expected, whereupon the sequence to 11 would follow, giving White a reasonable result. Instead of 2 –



Dia. 1



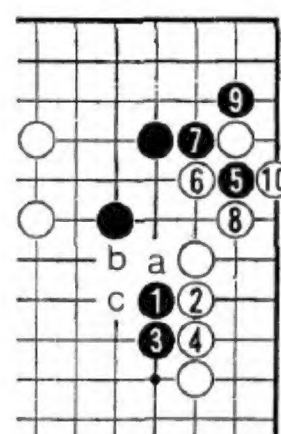
Dia. 2

Dia. 2. Black could also play 2 to 8 here.

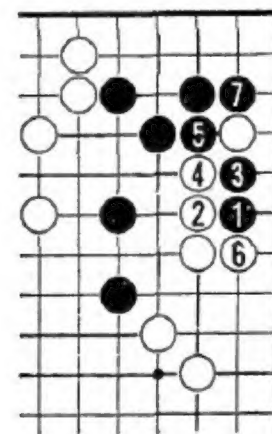
Black 23. Black would be happy if he could force with 1 and 3 in Dia. 3, then play 5 to 9 in the corner. Instead of answering submissively at 2, however, White will counterattack with White 'a', Black 'b', White 'c', starting a fight which would be more than Black could handle.

Black 25 is necessary to prevent White from cutting with White 'g', Black 'h', White 'i'.

Black 27 is the vital point for stopping White from getting eye-shape. Black 29 helps create eye-shape for Black and is also sente. If White omits 30, Black settles his group at one blow with the placement at 1 in Dia. 4, while also taking considerable profit. White would be left with insecure groups on both sides.



Dia. 3



Dia. 4

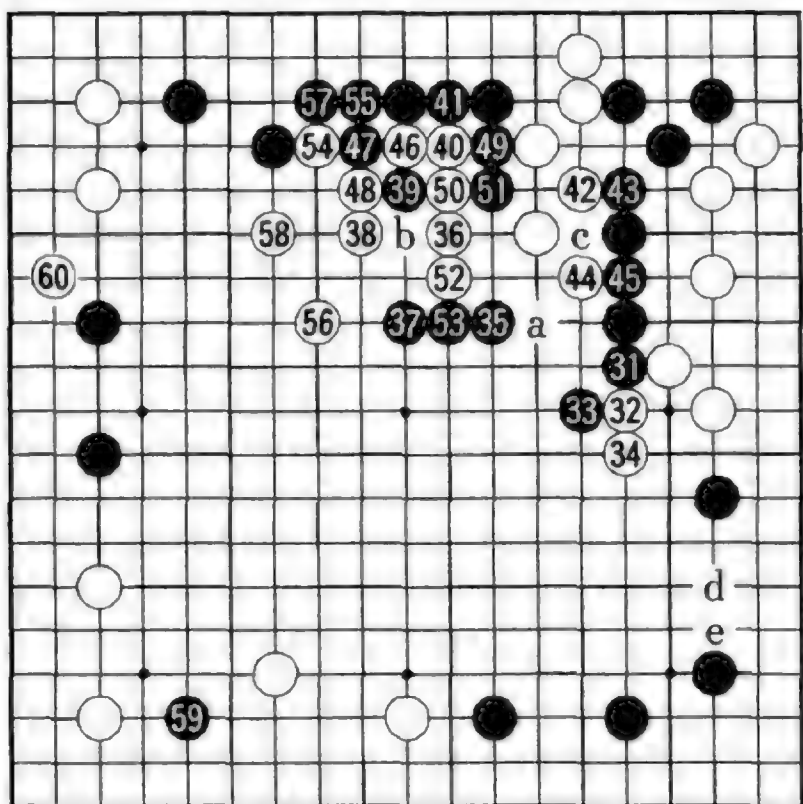
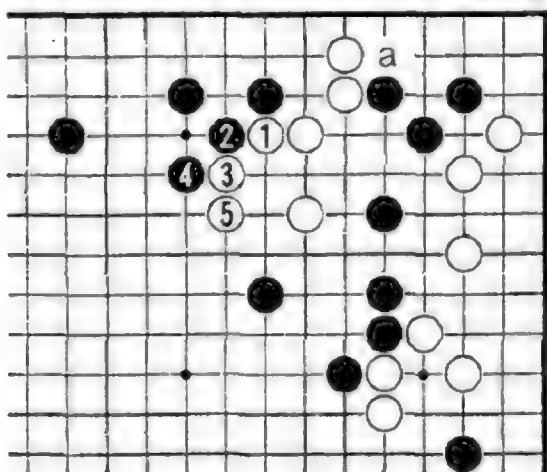


Figure 2 (31 - 60)

Figure 2 (31 - 60). Black goes on the attack.

Black 31 and 33 are resolute moves. The conventional approach here would be to cap at 'a' with 31, but Black wants to go one step further with 35. The drawback is that White is permitted to play 32 and 34, moves which adversely affect Black's position at the bottom.

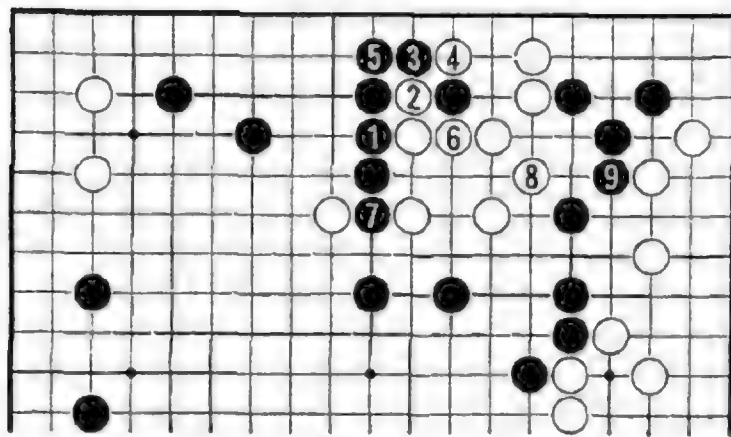
Kato spent just over an hour on 36, which was the sealed move at the end of the first day. One of the options he undoubtedly considered is pushing at 1 in Dia. 5. If Black 2 to 4, White gets one eye with 5 and can look forward to getting another by turning at 'a'. This result would take the pressure off White, so Black would probably attack from a distance instead of playing 2.



Dia. 5

White 40. Countering Black's peep with a peep of his own is an aggressive move typical of Kato. If White passively connects at 'b', Black makes a severe attack with Black 49, White 51, Black 42, White connects, Black 56.

Black 41. Black could also connect at 1 in Dia. 6. White captures a stone with 2 to 6, then



Dia. 6

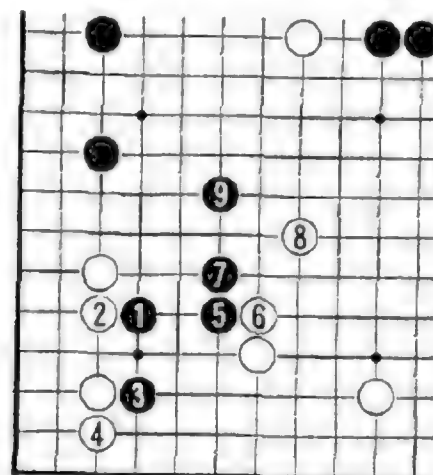
lives in sente with 8, but Black builds thickness by pushing through at 7. Black's aim in connecting at 41 is to prevent White from getting two eyes.

The moves from 42 on are a little crude, but White does manage to get an eye by capturing a black stone. In theory Black could start a ko by playing above 42, but the burden of this ko would be too much for him.

Black 51 is the vital point for attacking White's eye-shape. White is reluctant to play 52, helping Black to strengthen himself, but at least he takes sente. White's group is safe for the time being when he pokes his head out with 56 and 58. For his part, Black can capture White 44 any time he chooses by playing at 'c', so perhaps he is also satisfied. The overall position seems to be fairly even, but the presence of White 34 might give White a very slight edge.

It is now time for Black to do something about White's moyo at the bottom. Dia. 7 shows one standard method for cutting a moyo down to size. White ends in sente in this sequence, so after Black 9 he would probably switch to Black's bottom right corner, either invading at 'd' or attaching at 'e'.

Ishida chose to plunge right in at 59, a severe move which is not easy to deal with. Surprisingly Kato switched to White 60, a diversion from the main scene of battle which Rin Meijin found incomprehensible. The only feasible explanation is that perhaps Kato intended to launch a double



Dia. 7

attack on the two groups if White moved out immediately at the bottom.

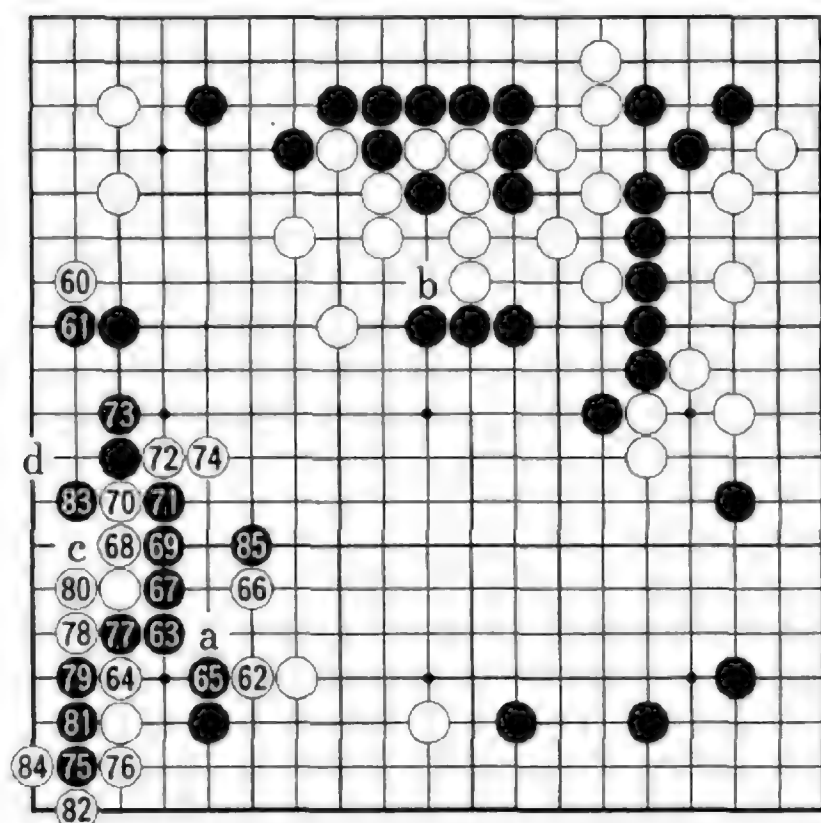


Figure 3 (60 – 85)

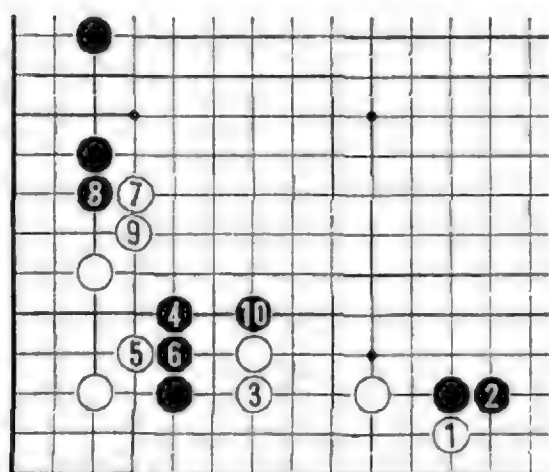
Figure 3 (60 – 85). Black takes the lead.

Black 61. A 'sociable' move – it is kind of Black to tag along with White. Rin commented that fighting spirit called for either jumping to 'a' or attaching at 76.

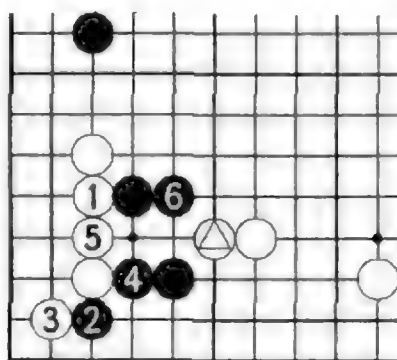
If both sides went astray with 60 and 61, how should White have played with 60 in the first place? In Rin's opinion, the commonsense move here is descending at 3 (White can first force with 1) in Dia. 8. If Black 4, White peeps at 5, then plays 7 and 9, attacking from a distance.

White 62. Capping at 1 in Dia. 9 does not work well, as Black strikes at the vital point of 2. If White 3 and 5, Black takes profit in sente with 6 to 10, then repairs his only defect with 12. This sequence would put Black a solid ten points ahead on the board.

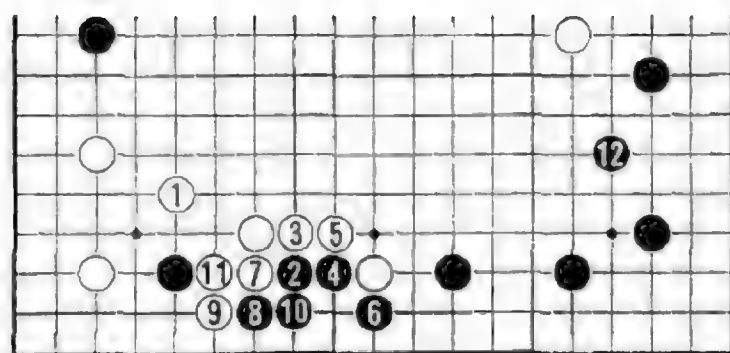
White 62 is an all-out move: White is trying to prevent Black from doing anything either on the



Dia. 8



Dia. 10

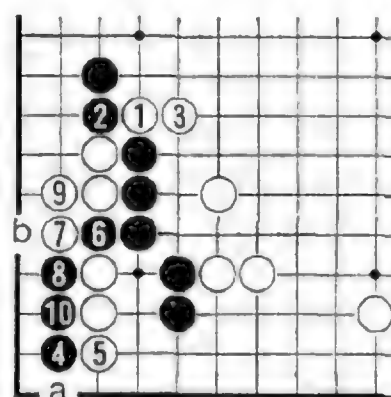


Dia. 9

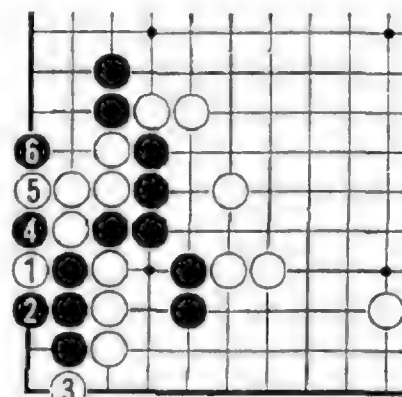
edge or on the top here. This is unreasonable, however, for Black has a good continuation at 63.

White 64. If at 1 in Dia. 10, Black would promptly attach at 2, then force with 4, permitting him to move out easily with 6. Note that this would make White Δ a bad move, as it would end up peeping at a bamboo-joint.

White 66 is the natural follow-up to 62, but this seems to show that White has overlooked Black's placement at 75. Presumably the aim of 66 is to make a hane at 1 in Dia. 11 after Black plays 67 and 69. However, Black will answer by cutting at 2, followed by the brilliant placement at 4. The sequence to 10 will follow. If then White 'a', Black 'b' would win the fight.



Dia. 11



Dia. 12

Dia. 12. White could start a ko with 1 etc., but the burden of this ko would be too much for him. A ko threat at 'b' in the figure would be good enough for Black.

White 70. When Ishida pushed up with 67 and 69, Kato realised that he could not make the hane at 71, so he was forced to change his plans. However, White 72 and 74 were not as severe as he had been expecting 1 and 3 in Dia. 11 to be.

Black 75 is still an excellent move. This time White wins the fight, but playing 83 in sente settles Black's group on the side, as Black can play 'c' and 'd' if his path to the centre is blocked.

When Black pokes his head out into the centre with 85, all the pressure on his group is relieved and it becomes hard to tell who is attacking whom. It is clear that Black has a comfortable lead.

Former Honinbos Rin and Takemiya, who were in Yugawara, were predicting at this point that the game would soon be over.

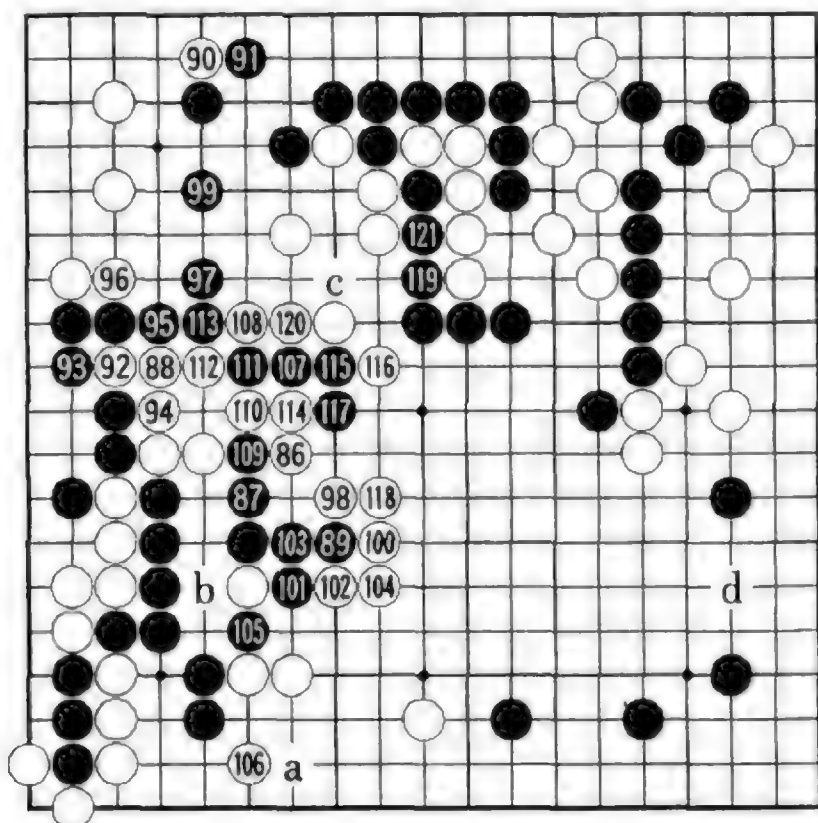


Figure 4 (86 - 121)

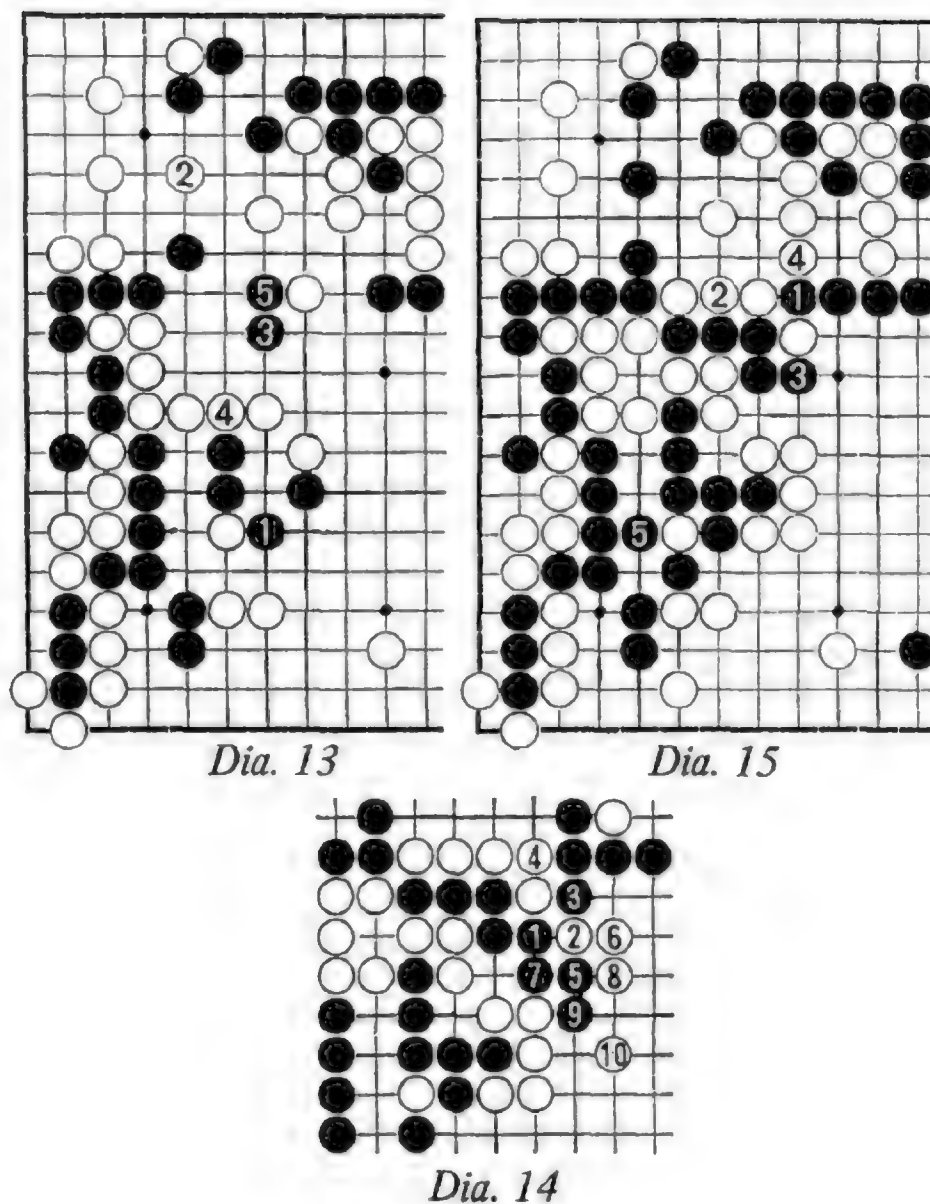
Figure 4 (86 - 121). *Desperation measures*

By this time White is beginning to feel desperate, so he launches a fierce attack with 86 and 88. However, the eye-shape of Black's group on the side is not affected, so he has time to move out towards the centre with 89. When White attacks further with 92 and 94, Black escapes with 95 (note that filling the liberty with 94 prevents Black from getting two eyes on the side now).

White's last resort is 98, threatening the centre group while really aiming at the group on the side. Here Black is overcome by timidity, for the side group is not in serious danger. Instead of reinforcing at 99, Black should play immediately at 101, that is, at 1 in Dia. 13. If White tries to cut off Black's group with 2, Black can counter with 3 and 5. The weakness of White's own group at the top would prevent him from attacking effectively. Perhaps Ishida was daunted by the ferocity of Kato's attack. When Rin heard that Ishida had played 99, he revised his earlier prediction.

White 100. The two successive moves at the vital point transform the position. When Black plays 101, White envelops him with 102 and 104, strengthening this weak group. This considerably reduces Black's lead.

Black 105 is another missed opportunity. Black should play 106 himself, forcing White 'a', then defend at 105. When Kato played 106 in sente, he felt that he had almost caught up.



Black 107. Black has to play 'b' to live, but doing so immediately is painfully submissive, so Black makes this counterattack. The sequence from 108 on is forced.

Black 119 is the losing move – Ishida's momentary aberration here let victory slip from his grasp. Ishida expected White to reply at 121, whereupon he intended to attack at 'c'. This would of course have crushed White, but unfortunately Ishida overlooked the fact that White 120 captured the four black stones. If Black tries to escape with 1 etc. in Dia. 14, White catches him in a geta.

Instead of 119, Black should have forced with 1 and 3 in Dia. 15. White has to play 4 to live, so Black lives in turn with 5. White would probably continue by invading at 'd' in the Figure, but Black should scrape home just slightly in the lead.

Figure 5 (122 - 152). *Ishida bows out.*

With 22 an exchange of groups is effected. The two groups are worth about the same – the problem is that White has been made a gift of four black stones. The comparison with Dia. 15 makes it clear how much Black has lost here.

Black's only hope is to make as much territory as he can at the bottom. His moves from 25 on

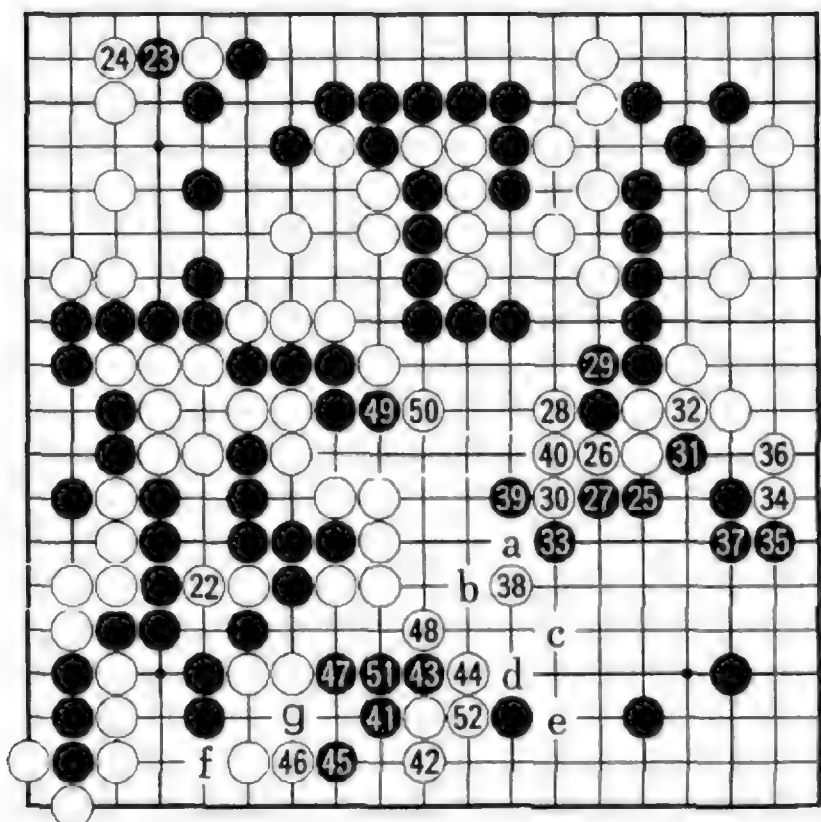
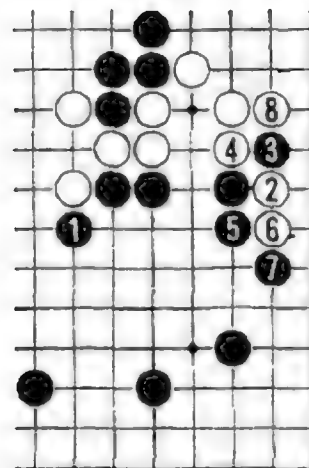


Figure 5 (122 - 152)

also try to exploit the aji of Black 49, but White replies solidly.

Black 31. Ishida's final mistake. According to Rin, Black should omit 31 and simply play the hane at 1 in Dia. 16, as this way Black can answer White 2 with 3 and 5. If White captures with 6 and 8, Black could switch to the invasion of 41 in the Figure, which would now work.

Playing 34 and 36 in sente wraps up the game, for this enables White to switch to the excellent point of 38. White 38 kills three birds with one stone: it makes an adequate reduction of Black's



Dia. 16

corner territory, it defends against Black 49, and also it dooms Black's invasion at 41 to failure.

Black goes ahead and invades at 41 anyway, just to set the scene for resignation. The usual continuation after 40 would be Black 'a', White 'b', Black 'c', but then White continues with 'd', Black 'e', White 52, giving him a slight but unassailable lead.

Black finally resigns after White 52. If next Black 'f', White 'g' wins the fight by one move. This was a cruel denouement to the series for Ishida. Just when he was within an ace of regaining the Honinbo title (a feat last accomplished, by Hashimoto Uтарo, in 1950), one thoughtless move made a ruin of his prospects.

Black resigns after White 152.

Time taken. White: 8 hours 7 minutes.

Black: 8 hours 46 minutes.

(Adapted from commentaries by Rin Kaiho and Kato.)



The Honinbo title-holders of the past decade carry out the postmortem. L to R: Ishida (26th to 30th Honinbo), Rin Kaiho (23rd to 25th), Takemiya (31st) and Kato (32nd, 33rd).

Third Gosei Title

Game Two

Kato was under considerable pressure when he played this game: he was already one down to Otake and ten days earlier Ishida had caught up with him in the Honinbo title match by winning the sixth game. It would not have been surprising if even his formidable self-confidence had begun to waver just a little, but as this game shows, Kato played the same kind of severe, unrelenting Go as always.

White: Otake Hideo 9-dan

Black: Kato Masao, Honinbo, Judan & Gosei

komi: 5½; time: 5 hours each

date: 21st July, 1978

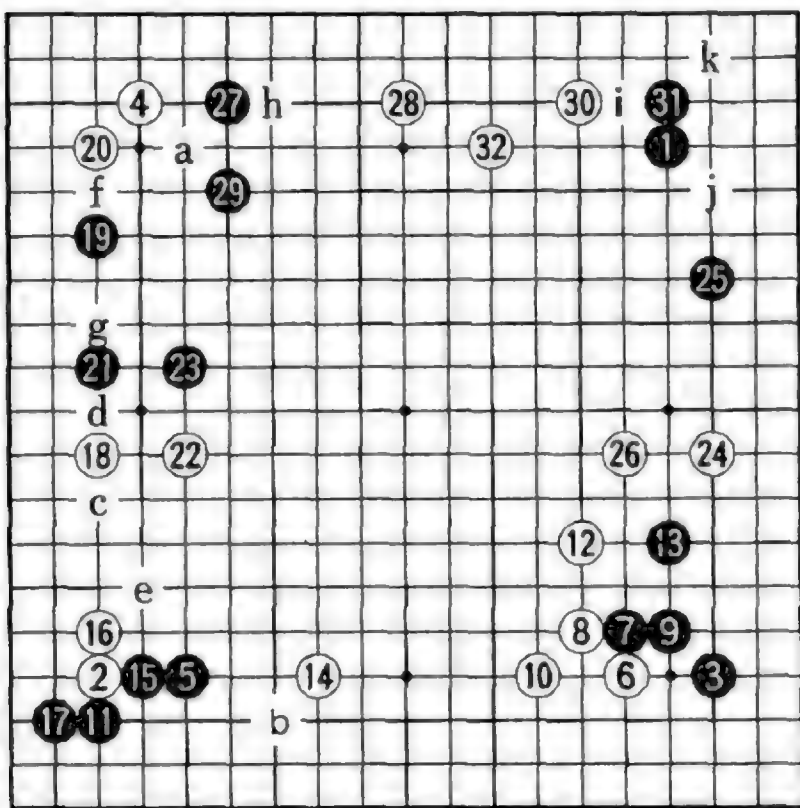
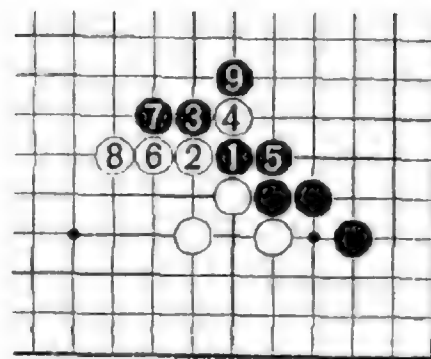


Figure 1 (1 - 32)

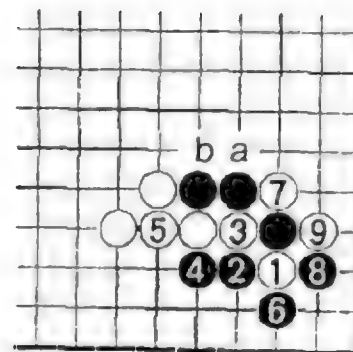
Figure 1 (1 - 32). A close game

White 12. White is in a hurry to take this point because he does not want Black to make the two-step hane of 1 and 3 in Dia. 1. The sequence to 9 there is the standard continuation, but this would give Black an excellent moyo on the right.

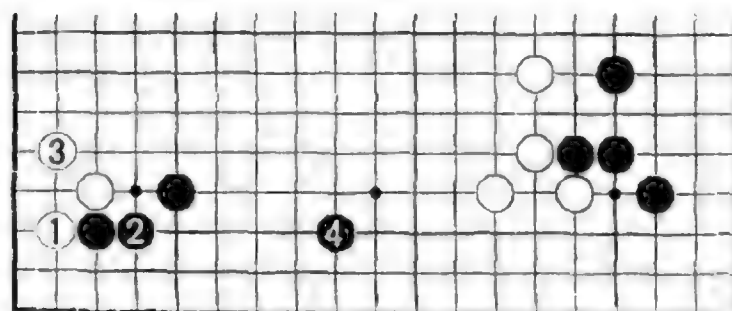
The other possibility for White 12 is attaching at 1 in Dia. 2, but it is not advisable here. The joseki sequence to 10 follows, but White now has a problem choosing his next move. If he sets up a ladder with 'a', Black can play an excellent ladder block at 'a' in the Figure. Sacrificing his two stones by playing 'b' is not so good either, as Black gets too much in the corner.



Dia. 1



Dia. 2
10: connects



Dia. 3

Black 13 is necessary – White 13 would be severe.

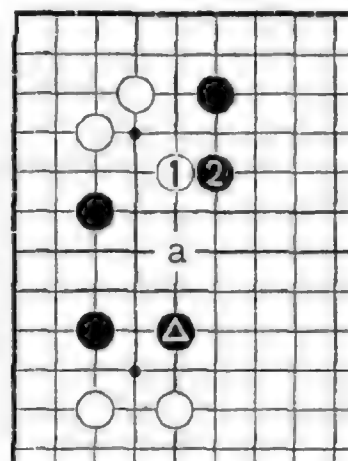
White 14. A pincer at 14 or 'b' feels right here. If White plays 1 and 3 in Dia. 3, the extension to 4 works beautifully for Black.

White 18 is an interesting move. White 2 and 16 are just a little heavy, so White does not want to make the narrow extension to 'c'. The presence of Black 17 means that Black would immediately make a severe pincer at 'd', threatening to follow up with 'e'.

Black 19 is a good move. If Black makes the usual approach move at 'f', White would have an effective counter with 'g', which would be both a pincer and an extension.

White 24. Approaching at 30 is also possible.

Black 27 illustrates the severity of Kato's style. A more peaceful approach would be to play Black 28, White 'h', Black 'i', but perhaps Kato felt that this would lead to a leisurely game in which the komi might give White an edge.



Dia. 4

White 28. One's first instinct would be to come out with 1 in Dia. 4, but Black's reinforcement at ▲ makes one hesitate to do so here. An extra stone at 'a' would give White good shape, but it is hard to know what will happen if Black first attaches at 2.

White plays very solidly with 30 and 32; he is aiming at in-

vading at 'j' later on. This would be a nasty move for Black to answer, as White also has the threat of the placement at 'k'.

At this stage it already looks like being a very close game when one considers White's potential from his moyo at the bottom.

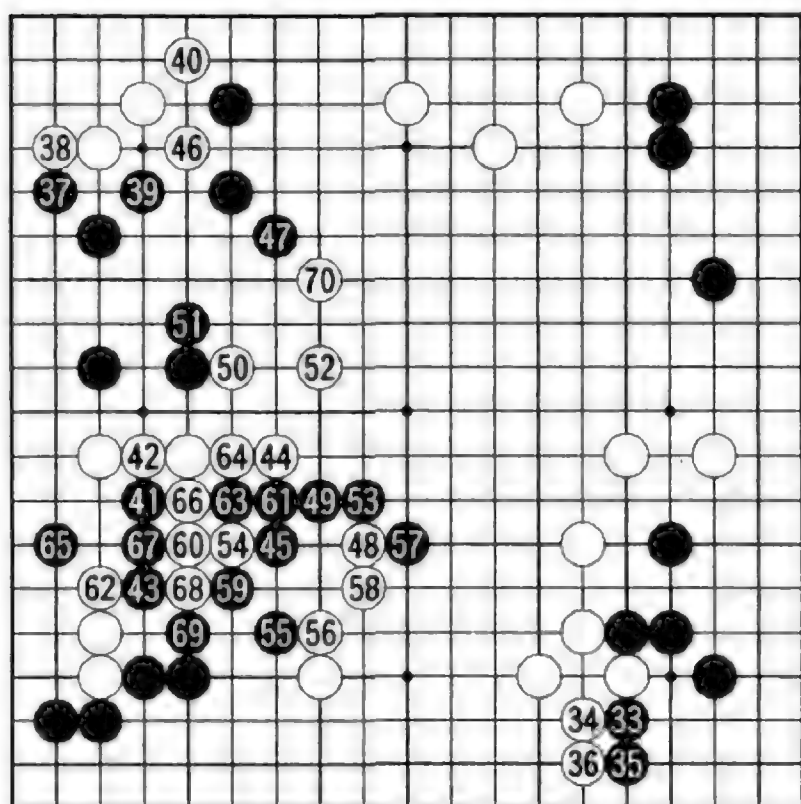
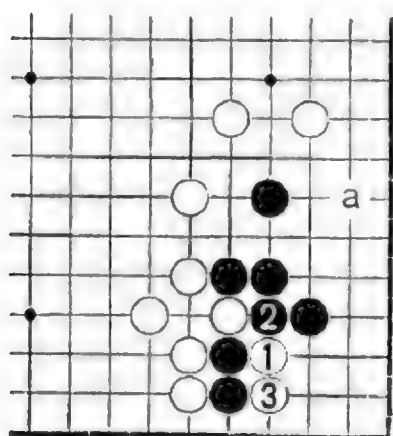


Figure 2 (33 – 70)

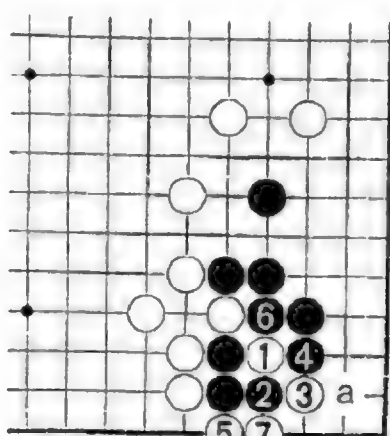
Figure 2 (33 – 70). *Black takes the lead.*

Black 33, 35. Otake considered these moves somewhat questionable. White can now start a serious ko with 1 and 3 in Dia. 5. If Black loses this ko, a move by White at 'a' would place the whole group in jeopardy.

Dia. 6. If Black answers 1 with 2, White can squeeze with 3 to 7, threatening White 'a' next. This is no good for Black.



Dia. 5



Dia. 6

Black 41, 43. This attack works well for Black; with 45 he moves smoothly into White's moyo on the right. Perhaps White should have played 42 at 66, strengthening the centre.

White 48, 50. White is having a hard time. He is flat out trying to defend his territory while

also escaping with his group on the left. This attack puts Black in the lead.

Black 61 is bad shape but it works well here. White plays 62 in order to help him settle his group, but there is a danger that this stone will become mochikomi (a loss without compensation).

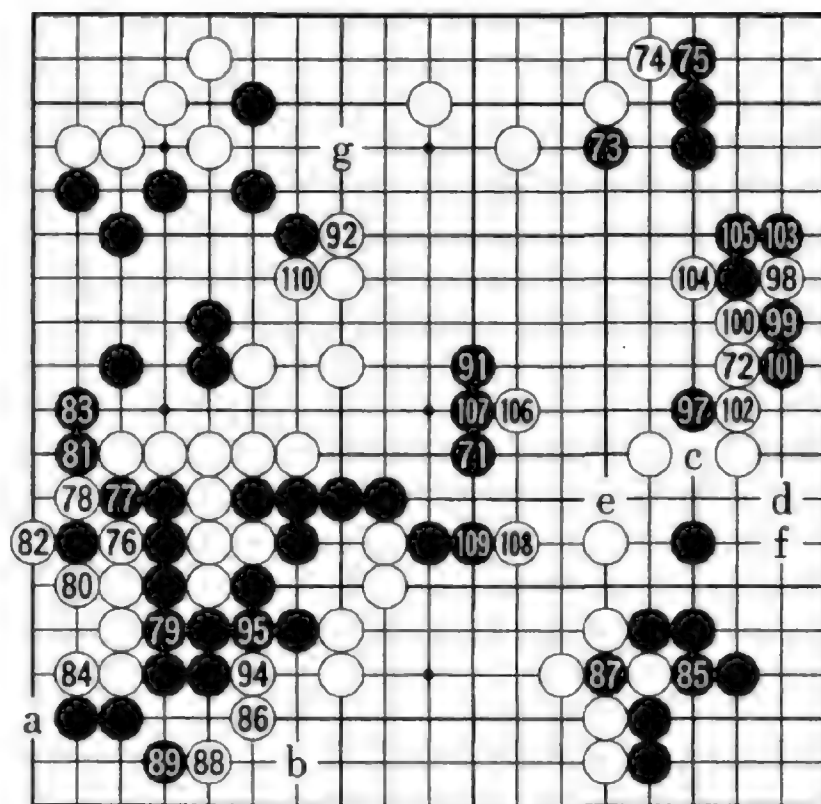


Figure 3 (71 – 110)
ko: 90, 93, 96

Figure 3 (71 – 110). *Black misses a chance.*

Black 71 is a slack move. If Black secured the capture of the three white stones in the corner by playing at 78, he would have a clear lead.

White 76. Rescuing these stones is very large. White not only gets five points of territory but can also hane at 'a' and connect in sente. This makes the game even once again.

Black 81, 83. These moves do weaken White's centre group, so Black may regard playing them as some compensation for the points he lost on the side.

Black 85 prevents White from playing out with the hane shown in Dia. 5. White 86 is quite big, however, so playing 85 at 'b' would also have been worth considering.

White 98. Connecting at 'c' would be wrong, as it would only give Black good moves at 'd' and 'e'.

Black 99 is natural – answering at 103 would just let White take profit with White 99, Black 105, White 'f'.

White 110 is a slack move which gives the lead to Black once again. If White were to lose the game, this move would deserve much of the blame. Connecting up with 'g' would be much safer.

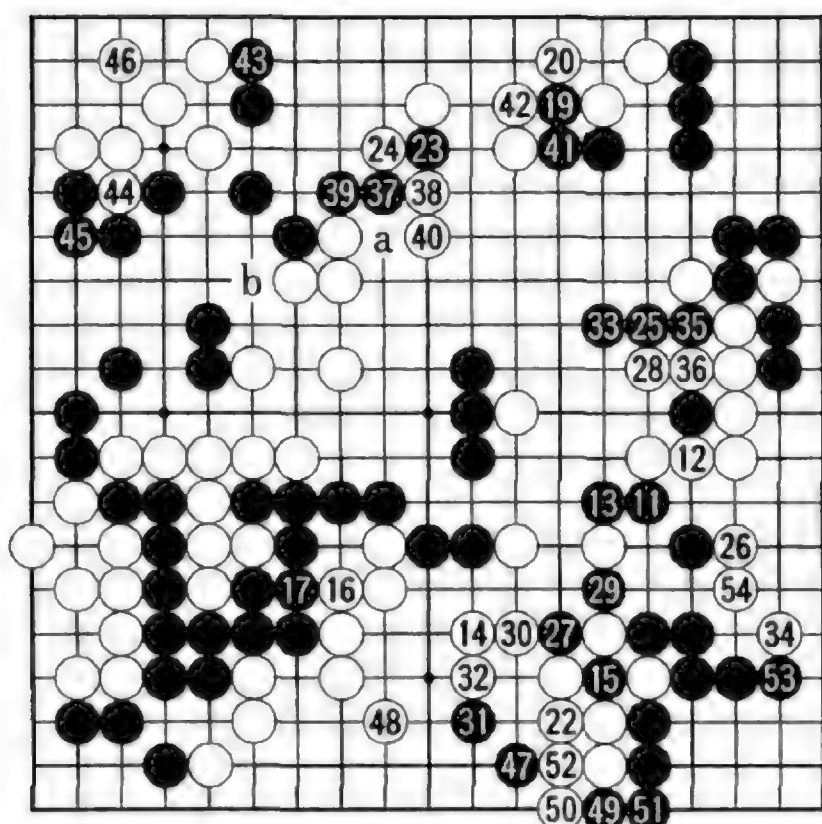
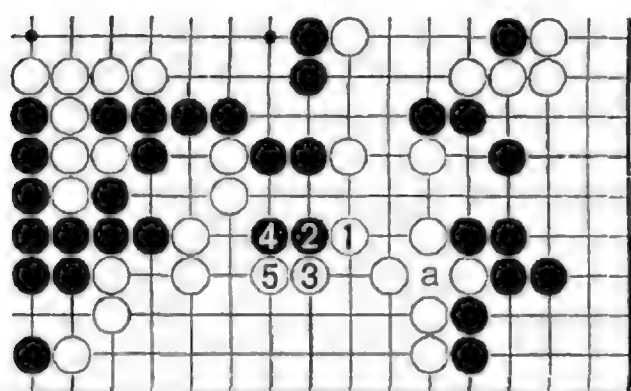


Figure 4 (111 - 154)
ko: 18, 21



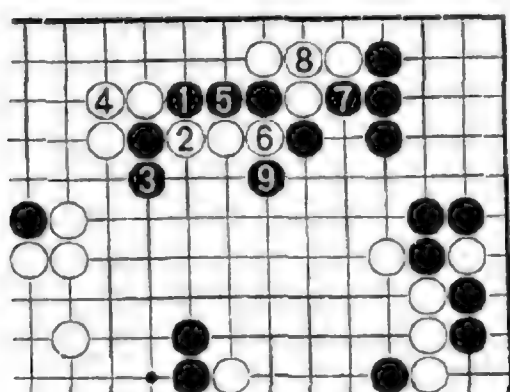
Dia. 7

Figure 4 (111 - 154). *Black slips up.*

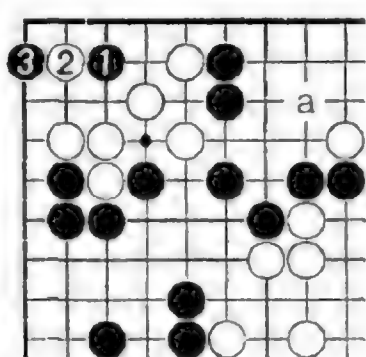
White 14 is another slack move. White should play at 1 in Dia. 7 to defend against Black 'a', even though this would permit Black 2 and 4.

Black 23. Black is aiming at both the hane at 37 and the sequence in Dia. 8.

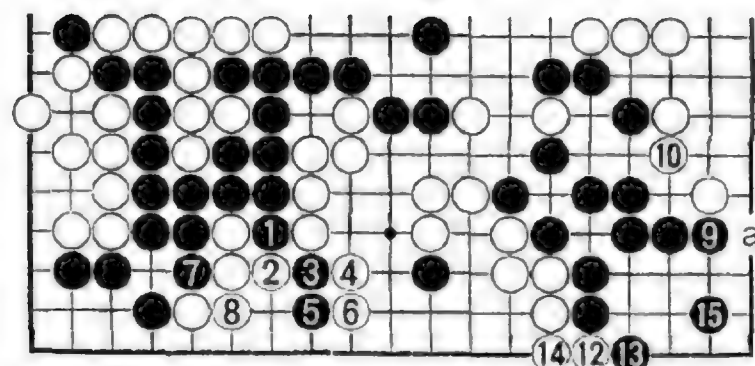
Black 37. Since White has lived with 34, the thickness created by the sequence in Dia. 8, in which Black squeezes White, would not be of so much use, so Black opts for the hane of 37. His aim is to attack White's centre group by pushing through at 'a' and cutting.



Dia. 8



Dia. 9



Dia. 10 11: at 'b' in Figure 4

White 46 is necessary. If Black gets a reinforcement at 'a' in Dia. 9, he can make the placement at 1, followed by 3.

Black 47 is questionable - White has a nice answer at 48. Instead of 47 -

Dia. 10. Black should push through and cut with 1 and 3. The forcing sequence here leads to a loss of two points for White compared to the game sequence. White can play 12 and 14, but then he loses the sente move at 'a'. (After White 10, Black plays 11 at 'b' in the Figure.)

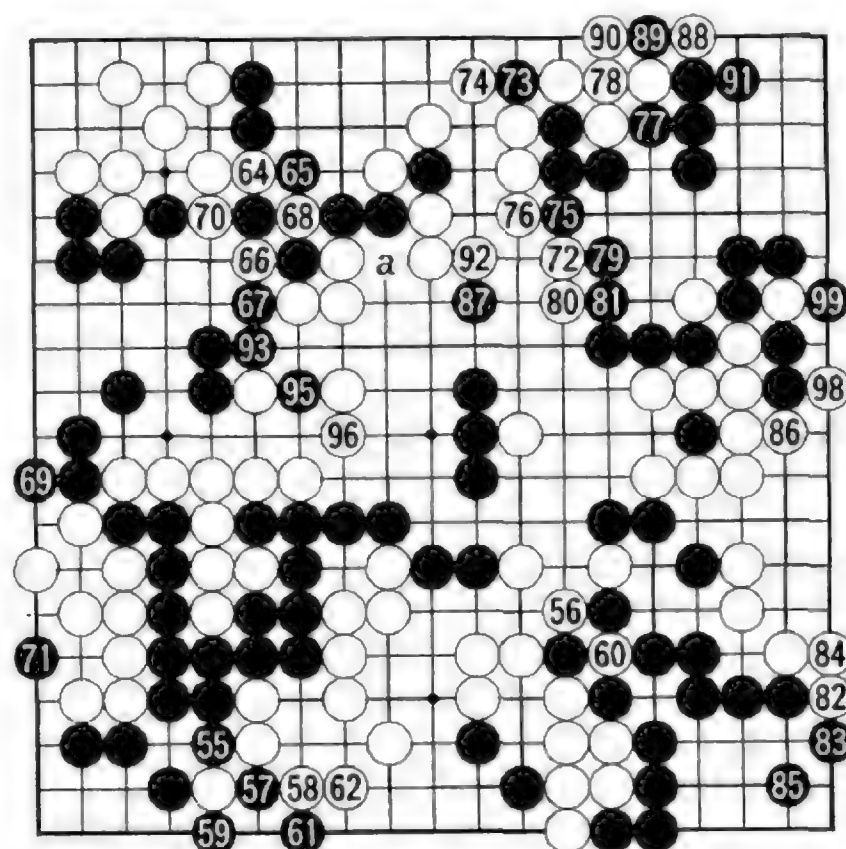


Figure 5 (155 - 200)
ko: 63, 94, 97, 100

Figure 5 (155 - 200). *White wins the exchange*

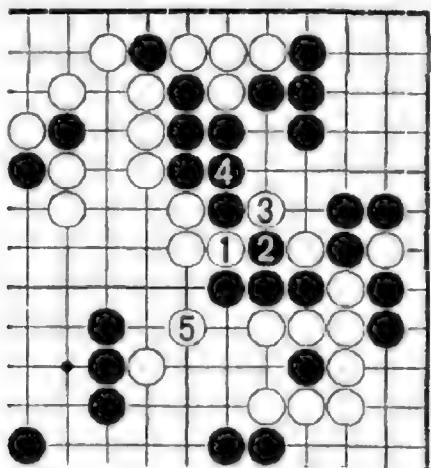
Black 55-59. Capturing this stone looks big, but actually it seems to be a point smaller than the atari at 56. The game is still close but gradually the balance is tipping in favour of White.

A large ko fight starts with 64 to 67, but capturing with 70 firmly secures the lead for White. Black gains 24 points by capturing the white group on the side, but White's area at the top also expands considerably, so there is almost no

difference. However, White is quite relieved to have eliminated the threat of Black 'a'.

After the game the players spent some time going over the subsequent endgame but could find no way for Black to win after this. The exchange from 64 to 71 settled the game.

Black 81 is necessary; if omitted, White can squeeze with 1 to 5 in Dia. 11.



Dia. 11

White 88 is the correct move. This is worth nearly a point more than the exchange White 89, Black 88.

Black 93 is large, but White did not get a chance to give atari here.

Figure 6 (201 – 232), Figure 7 (233 – 264)

The rest of the endgame does not require comment; both sides played correctly, so White maintained his lead to the end.

White wins by 3½ points.

Time taken. White: 3 hours 14 minutes

Black: 4 hours 57 minutes

(Commentary by Otake, 'Kido', September 1978)

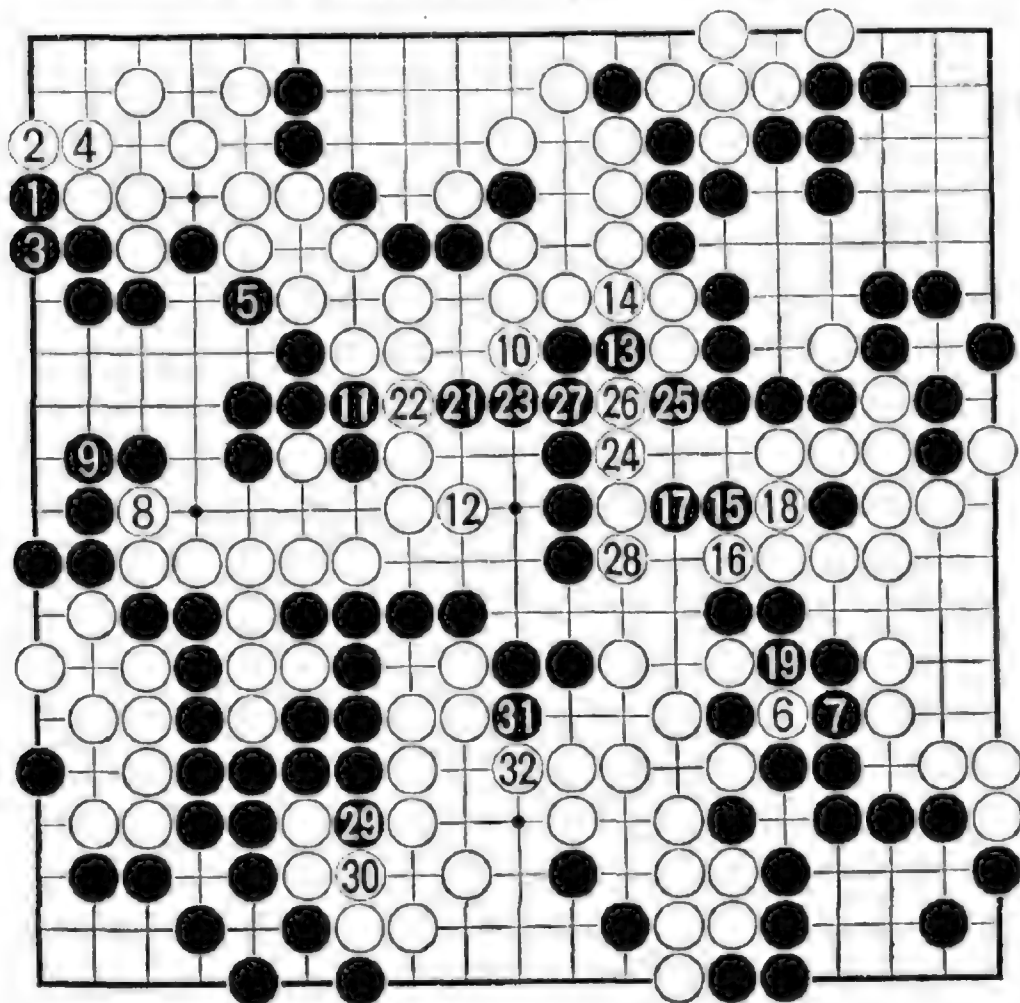


Figure 6 (201 – 232) 20: connects (left of 6)

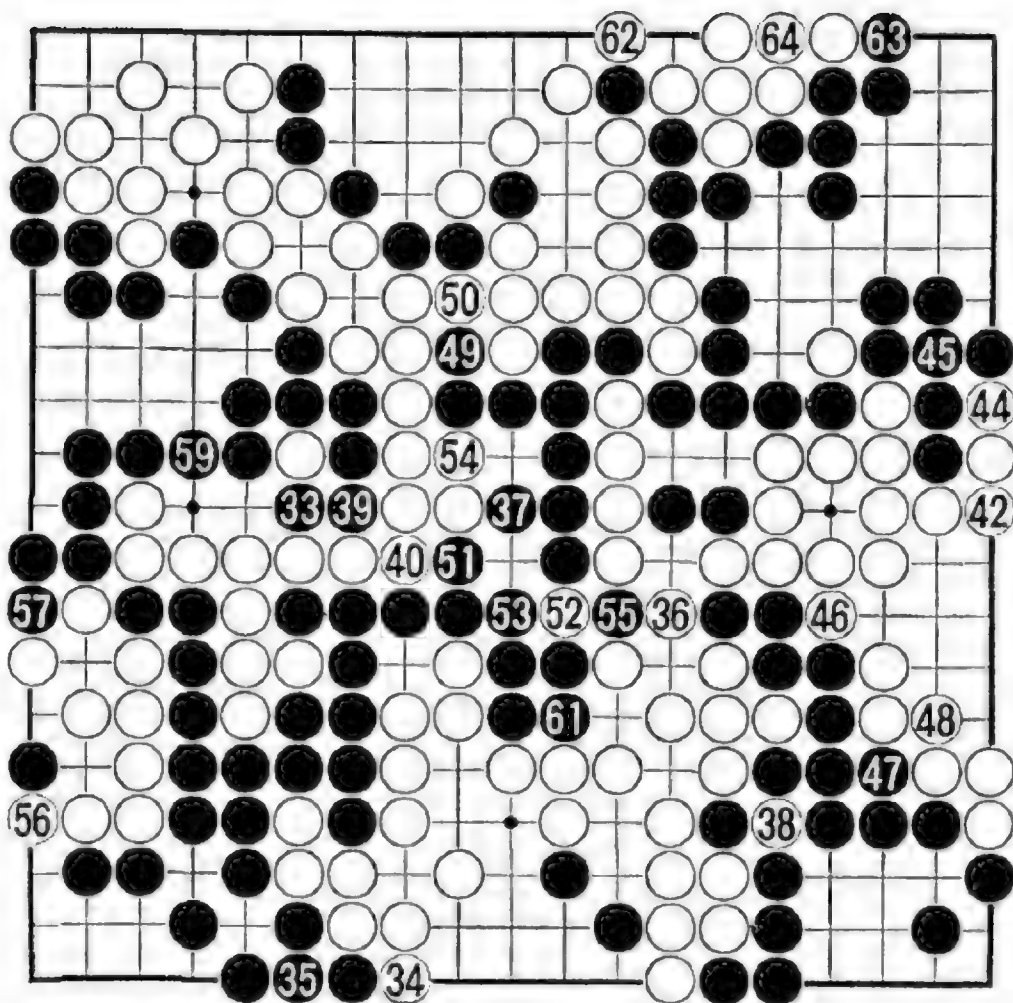


Figure 7 (233 – 264)

41: ko; 43: connects (at 38); 58: ko (52); 60: connects (at 55)

Game Three

White: Kato

Black: Otake

date: 17th August, 1978

Figure 1 (1 – 16). *The tasuki pattern*

White 2, 4. As in the first game, Kato plays two 3–3 points, though this time they are in diagonally opposite corners (the 'tasuki' pattern).

Black 15. Jumping to 'a' is also possible.

White 16. If at 1 in Dia. 1 (next page), Black answers at 2, making miai of 'a' and 'b'.

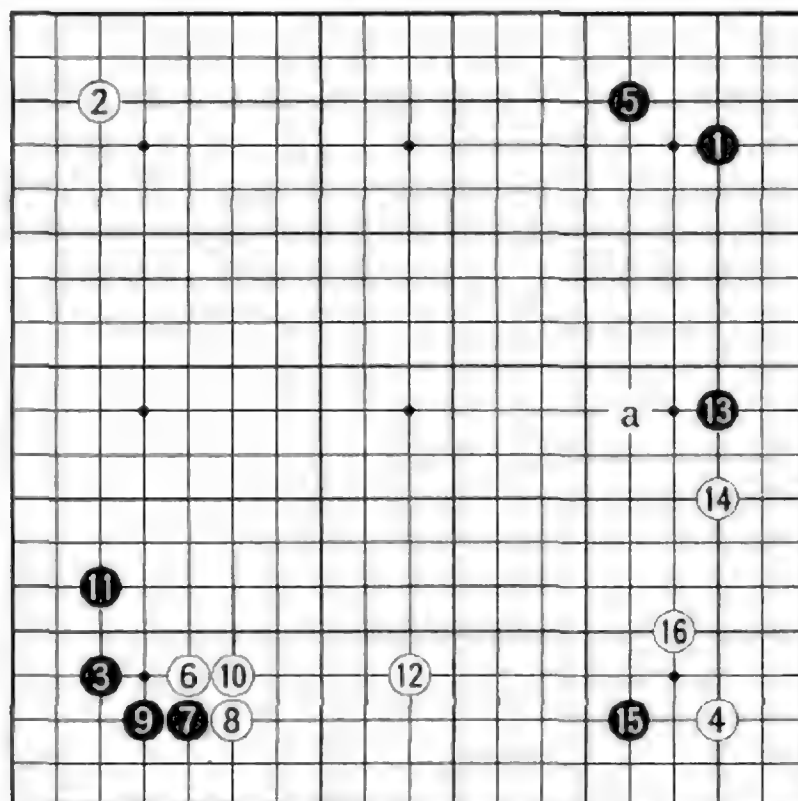


Figure 1 (1 – 16)

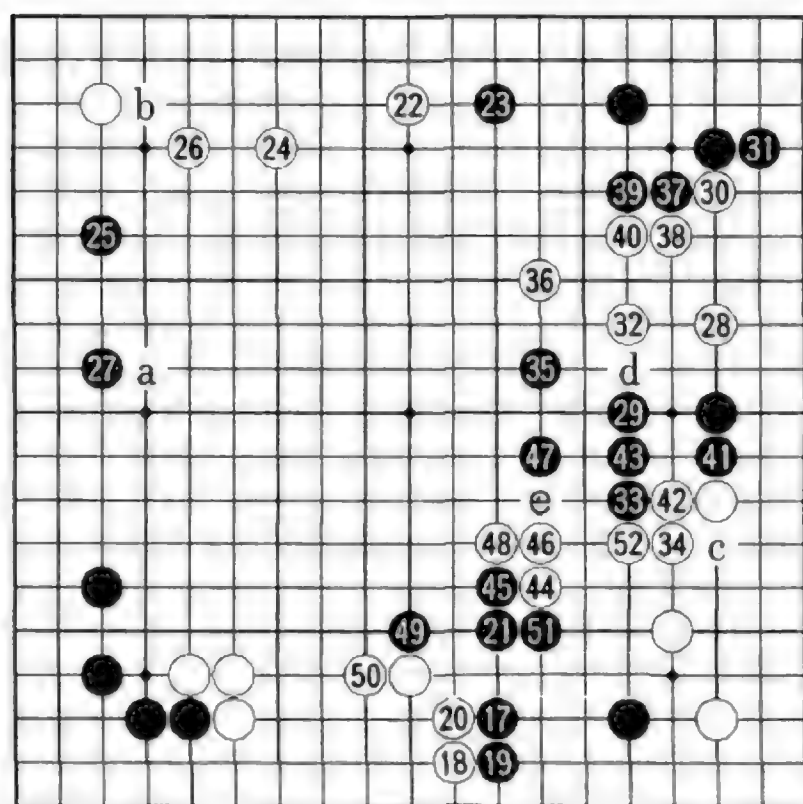
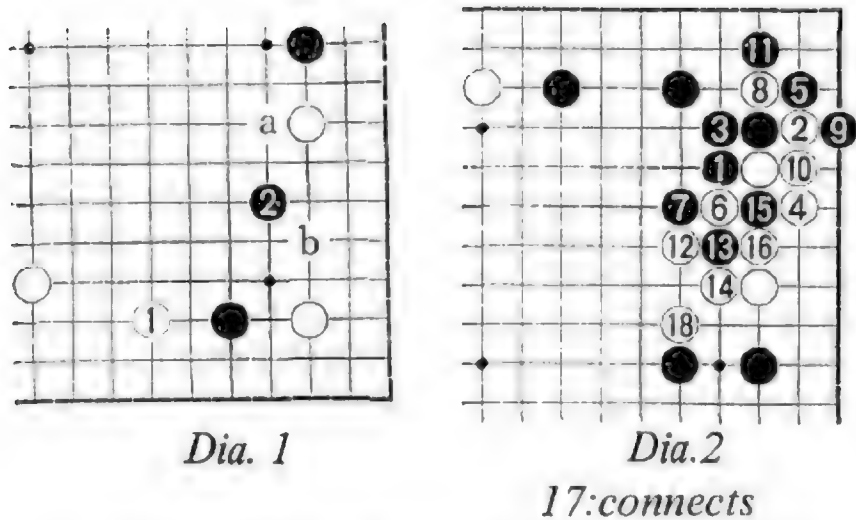


Figure 2 (17 – 52)

Figure 2 (17 – 52). Otake becomes discouraged.

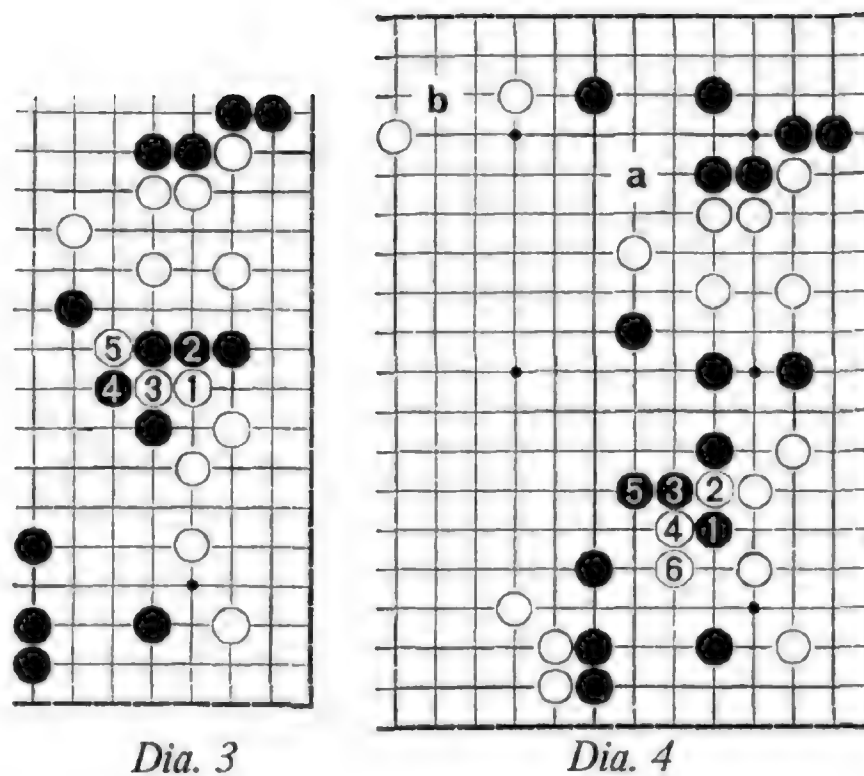
White 26. If White makes a pincer at 'a', Black will start a fight by attaching at 'b'.

Black 27 brings the fuseki to a close. Invading next at 28 is the only move.

Black 29. The sequence Black '42', White 'c', Black 'd' is also possible, but Otake commented that this does not suit his style and that it did not even occur to him.

Black 31. Otake regretted this move as being a little too mild. He commented that he should have played 1 in Dia. 2 instead and gave the continuation to 18. In a public commentary on the game Kajiwara 9-dan gave the same sequence. Otake and Kato agreed that Black 31 let White have it too easy here. His group is virtually settled after the sequence to 40.

Black 41. 'The losing move psychologically', in Otake's words. He was concerned about the prospect of White 1 to 5 in Dia. 3, but 41 is much too leaden-footed. Otake: 'Black 'a' in Dia. 4 was better. Black can aim at invading at 'b' later on as well. Black 1 to 5 would also have been better



than the move I played. I was out of my mind.' Kajiwara also recommended the sequence to 5.

Kato: 'I was surprised by Black 43. Naturally I was expecting Black to jump to 'd'. Splitting Black into two with 44 to 48 is good for White.'

Otake: 'Black 43 compounds the folly of 41. Jumping to 'e' was of course the only move'. At this early stage Otake was already most unhappy with his game.

Figure 3 (53 – 100). White takes command.

Black settles his group at the bottom with 53 and 55, but White has a nice continuation at the top. With 56 to 64 White builds useful thickness and his game is flowing smoothly and easily. Black in contrast is hard-pressed just getting away with his stones, so he is dissatisfied.

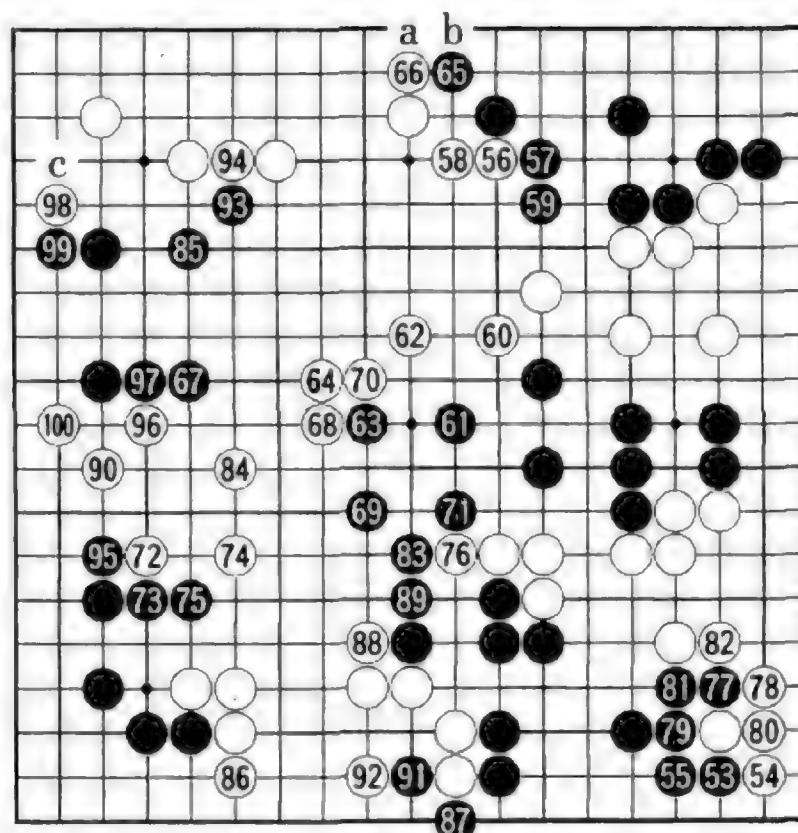
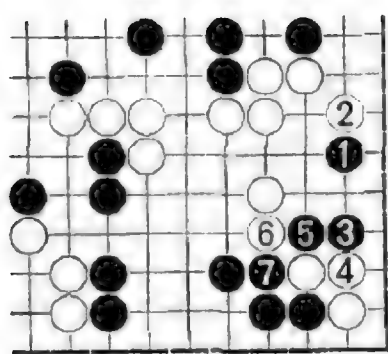
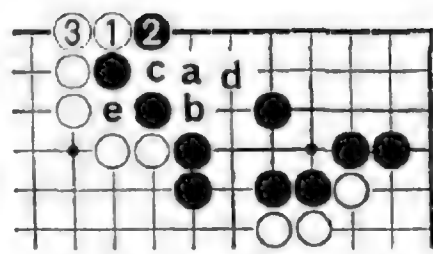


Figure 3 (53 – 100)



Dia. 5



Dia. 6

Black 77–81. These forcing moves are bad, as they eliminate the aji of 1 etc. in Dia. 5.

Black 85 is a good point, but 95 is too small. Black should force with 'a' and 'b', then switch to 'c'. Letting White play 98 is painful.

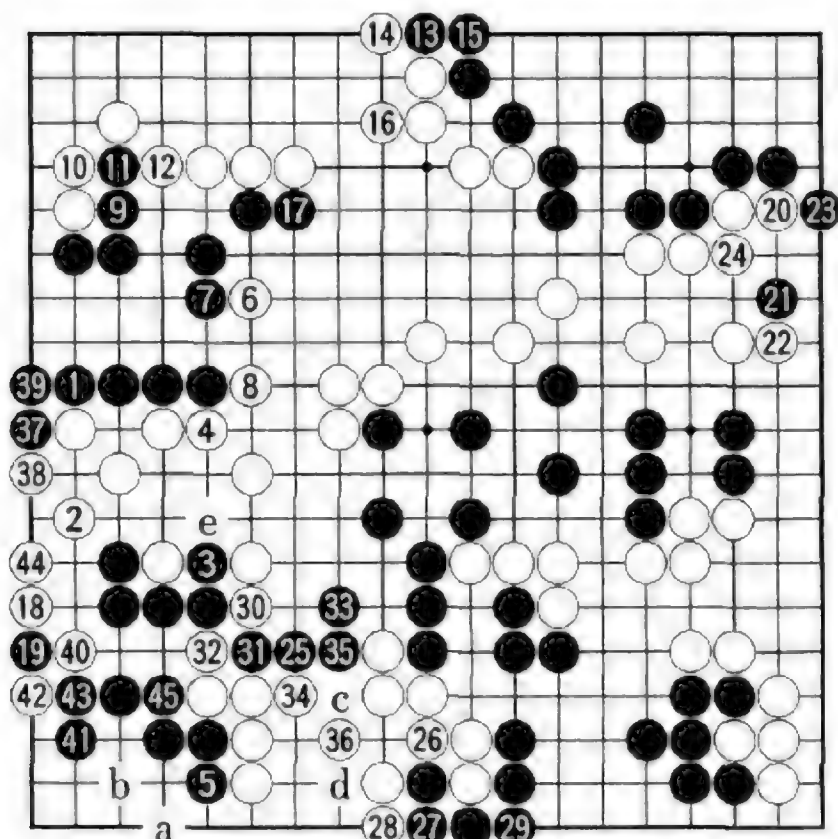


Figure 4 (101 – 145)

Figure 4 (101 – 145). *Missteps by both sides*

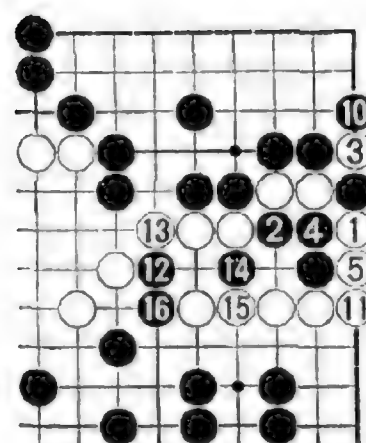
Kato: "White 2 was wrong. Exchanging White 'a' for Black 'b', then making the hane plus connection of 1 and 3 in Dia. 6 was the correct order. This is large because if Black switches elsewhere White is left with the sequence White 'a', Black 'b', White 'c', Black 'd', White 'e'."

Black 19 is an overplay, as will be seen later. Black should simply answer at 40.

White 24 is forced. If White gives atari at 1 in Dia. 7, Black counters with 2 etc. White is crushed by the forced sequence to 16.

Black 25 is a severe move. Kato was on the point of playing 36 at 'c' when he let out a cry of alarm. If White 'c', Black kills the group by attaching at 'd'.

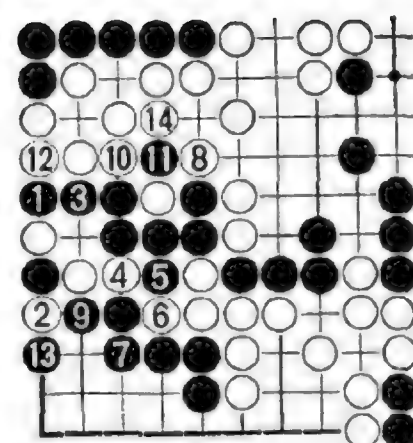
White 40. This time it was Otake's turn to be startled. After some anxious thought he realised that he had to give way with 41. If Black inter-



Dia. 7 6: takes

7: retakes; 8: atari;

9: connects



Dia. 8

cepts with 1 in Dia. 8, White sets up a large ko with the sequence to 14. Permitting a ko here would of course be terrible for Black. Since 42 is sente, White gains about seven points altogether here, which settles the game. In retrospect Otake realised that playing 37 at 'e' would have been preferable, as this would have eliminated the ko potential of Dia. 8.

According to Kajiwara, Black would have won if he had played 19 at 40. This indicates that although Otake was far from happy with his start, various errors on both sides had since ironed out the difference. After White 40, however, there was no chance of getting back into the game.

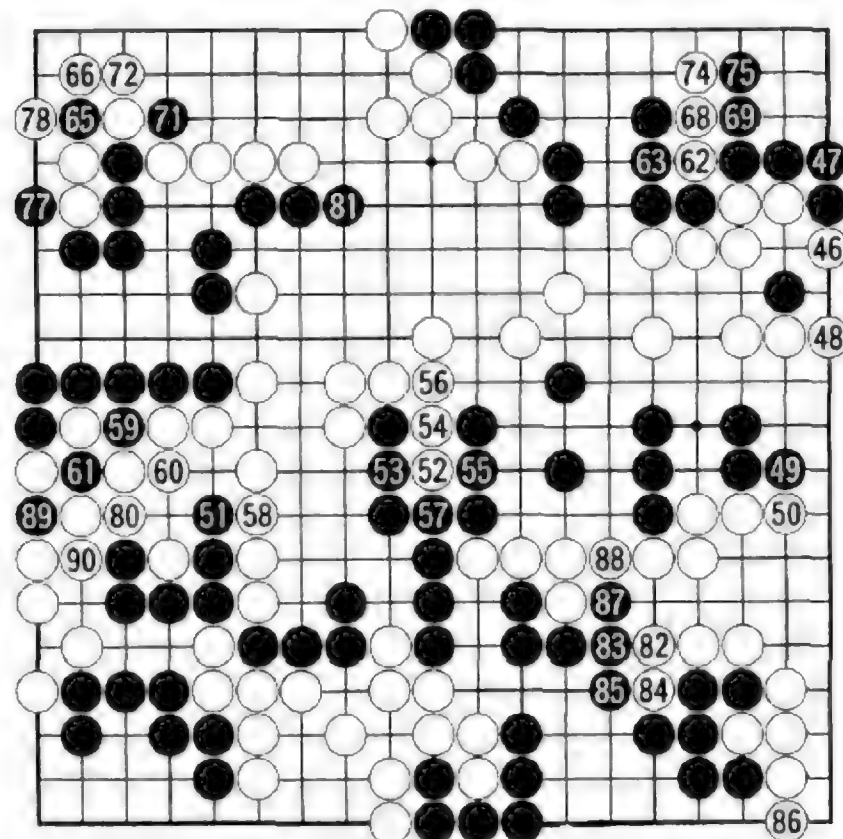


Figure 5 (146 – 190)

ko: 64, 67, 70, 73, 76, 79

Figure 5 (146 – 190), Figure 6 (191 – 226)

A ko fight began after 59, but Kato had undoubtedly already worked out that he did not need to win it.

At 5.30 p.m. Otake resigned; in his opinion he was behind by 1½ or 2½ points, with no prospect of closing the gap. Kato thus survived his first

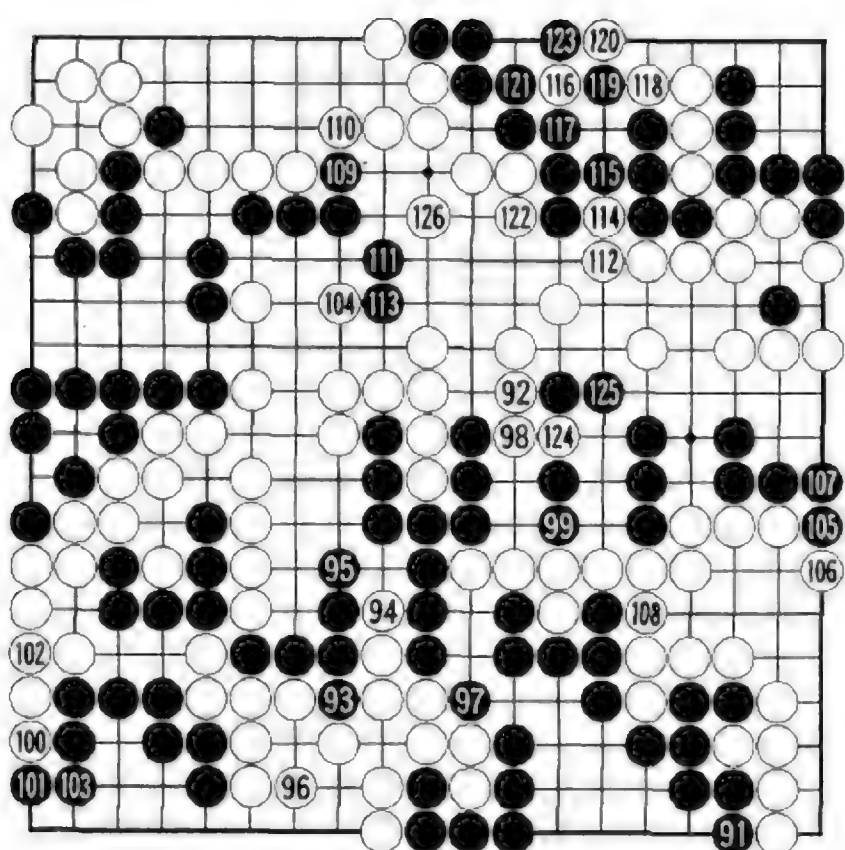


Figure 6 (191 – 226)

kadoban and he commented that he was relieved at having avoided a shut-out in the series. This loss also brought to an end Otake's winning streak – during the summer session he had scored an impressive thirteen wins in a row, with every opponent being a 9-dan.

Black resigns after White 226.

Time taken. White: 4 hours 2 minutes

Black: 2 hours 35 minutes

(Taken from a joint commentary by Otake and Kato in the October 'Kido' and a commentary by Kajiwara in the October 'Igo Club')

GAME FOUR

White: Otake Hideo

Black: Kato Masao

date: 23rd August, 1978

Figure 1 (1 – 31). A straightforward fuseki

White 16. White has succeeded in his fuseki strategy, as 16 does the work of two moves. However, Black is also satisfied, as he plays first in the empty corner with 17.

Black 19 is a severe pincer. If Black plays more loosely at 'a', White will make a counter-pincer at 'b'. This Black wants to avoid, as the bottom is now the most important area in this fuseki.

Black 23. If Black plays at 1 in Dia. 1, the joseki to 6 will follow, after which one could expect the continuation to 13. Black does not want to play this way; White has a strong position at the top and Black loses points in the bottom left corner.

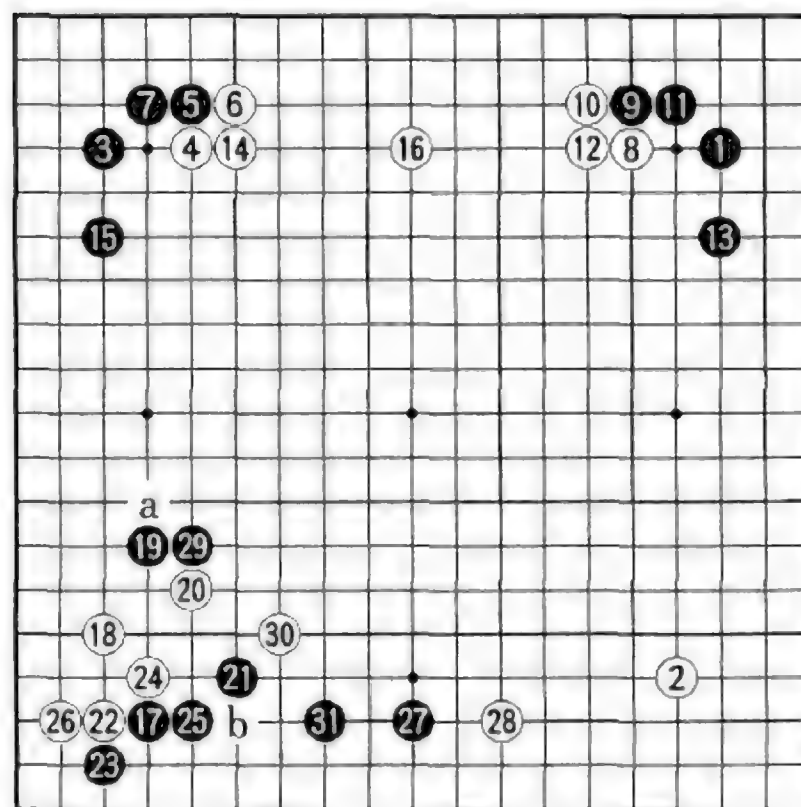
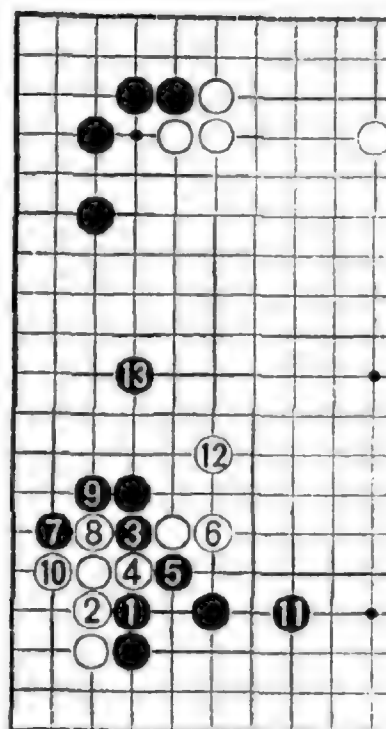
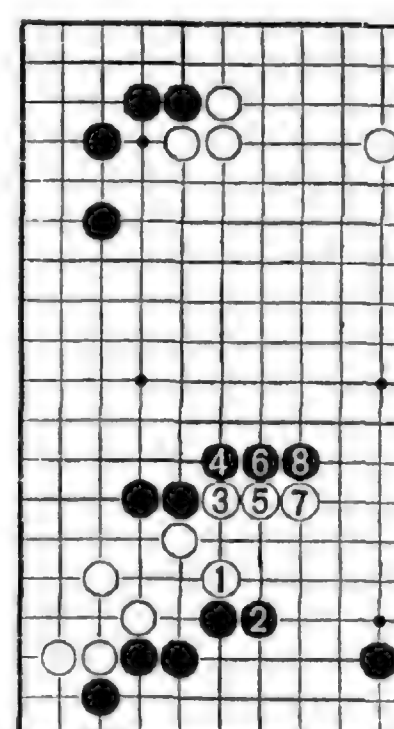


Figure 1 (1 – 31)



Dia. 1



Dia. 2

Black 29 is a good move; it induces 30 so that Black can defend at 31 (White 28 threatened an invasion here). Instead of 30 White could also play the combination of 1 and 3 in Dia. 2, but the continuation to 8 gives Black useful thickness.

Figure 2 (32 – 54). Otake's resolute strategy

White 34. If omitted, Black cuts with 1 etc. in Dia. 3.

White 42. White is making a determined effort to build up a large moyo. Half-measures will not suffice, as Black has nearly forty points of secure territory on the left side alone.

White 44. If at 1 in Dia. 4, Black cuts at 2, then gets a nice atari at 4.

Black 45. This move, which seems to be deserting the main battlefield, surprised Otake. He had expected Black to wedge in at 1 (a warikomi)

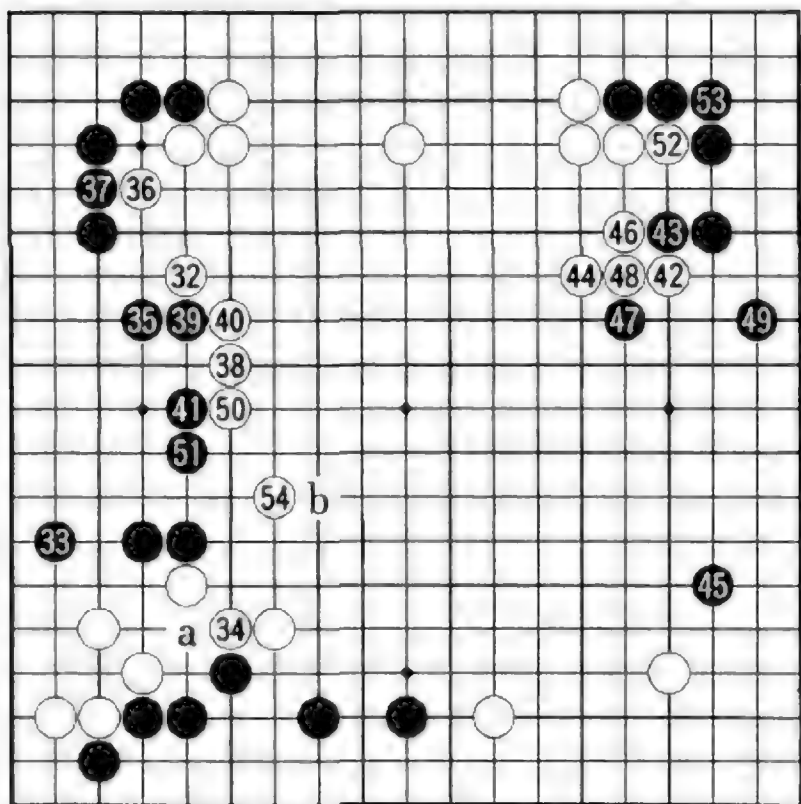
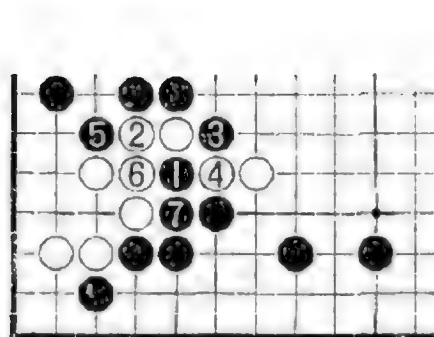
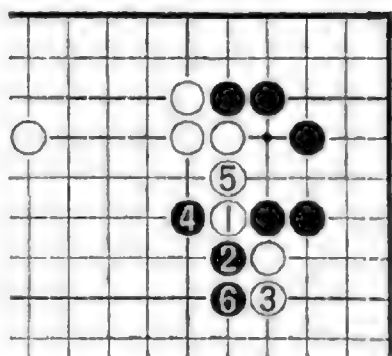


Figure 2 (32 - 54)



Dia. 3

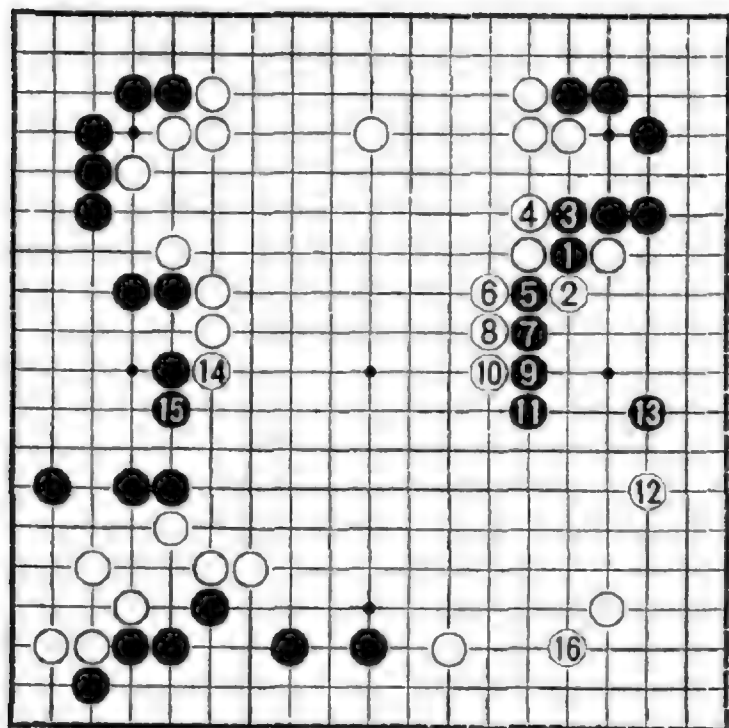


Dia. 4

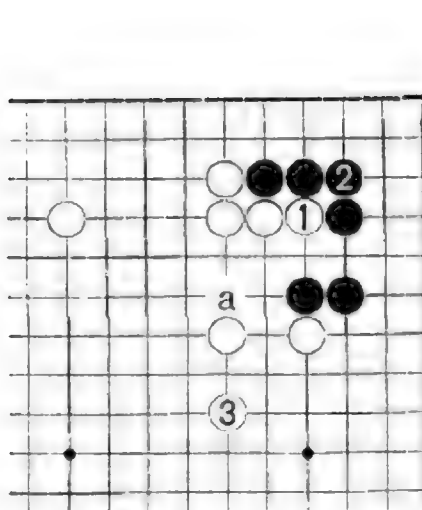
in Dia. 5. If White plays 2 and 4, the continuation to 16 could be expected. Perhaps Kato did not like Black's prospects in this variation.

Defending with 46 is the proper move (honte). According to Otake, he first intended to play 1 and 3 in Dia. 6 (if Black 'a', White counters with a wedge) but changed his mind.

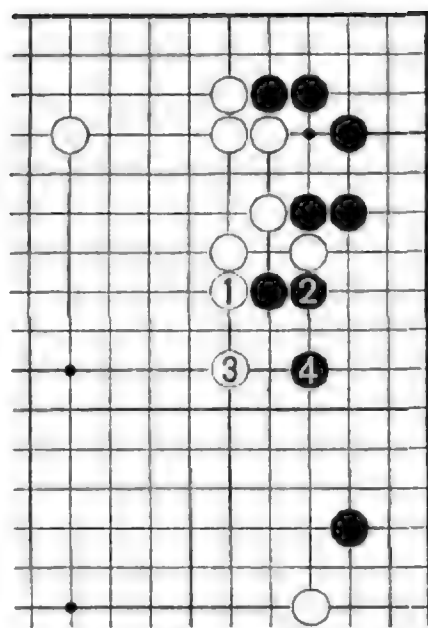
The peep at 47 is nicely timed, but connecting



Dia. 5



Dia. 6



Dia. 7

at 48 seems a little heavy. Once again, apparently, Otake was in two minds; he also considered the lighter combination of 1 and 3 in Dia. 7, which perhaps was preferable.

White 54 may seem slow but is extremely important, for a move by Black at 'b' would not only limit White's moyo but would also pose a threat to the bottom left white group.

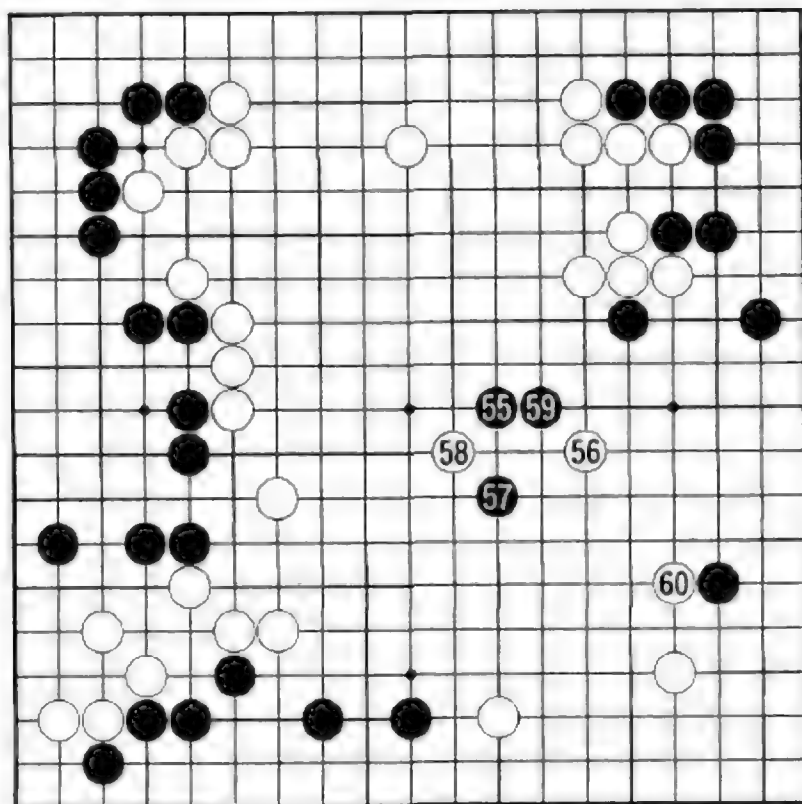


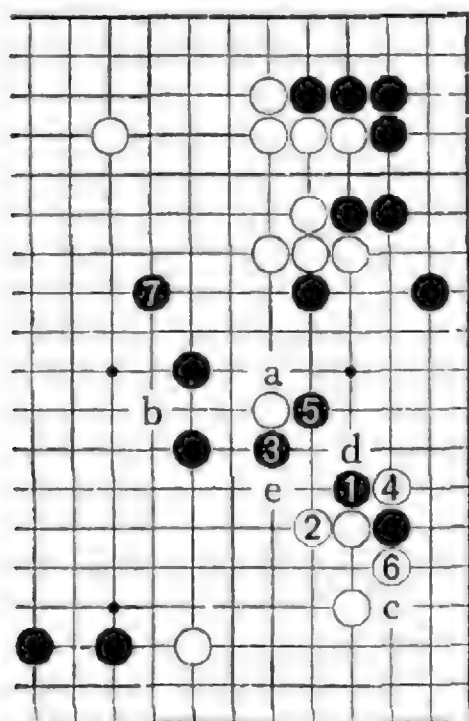
Figure 3 (55 - 60)

Figure 3 (55 - 60). *Black plunges in.*

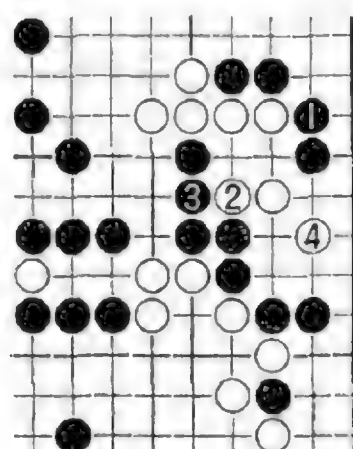
Black 55 is a good guess. Black does not have to come in any deeper, as he is doing well territorially. For the same reason answering on the inside is not sufficient for White, so he must counterattack.

Black 59. Connecting would be too heavy, but the explanation is a little complicated. It is obvious that White is going to continue by attacking at 60. If Black then counters with 1 and 3 in Dia. 8 (next page), White takes the corner with 4

and 6 while Black plays 5 and 7 (or 'a'). In this result Black would not submissively answer a peep at 'b' by connecting. Switching Black 3 to 6 seems to be bad for Black because of White 'c', Black 'd', White 'e'.



Dia. 8



Dia. 9

to play at 75 immediately, as White would almost certainly answer at 'a'. The addition of 74 encourages White to counterattack against 75 with 76.

White 78 is aggressive; the exchange White 84 – Black 'b' would be good enough.

Black 83 is forced. If Black gives atari at 90, White will start a ko with 'b'. Black has no suitable ko threats, but White has a good one at 'c'.

Black 87. If Black 1 in Dia. 9, White may cause trouble with 2 and 4.

The sequence to 93 seems forced, but having to connect on the second line with 93 is a little painful. White gets sente to take the last large point, at 94 (worth a good ten points compared to Black 94). The game now seems to be extremely close.

Just for reference, if White wanted to defend at the top instead of blocking at 94, he would play the combination of 1 and 3 in Dia. 10.

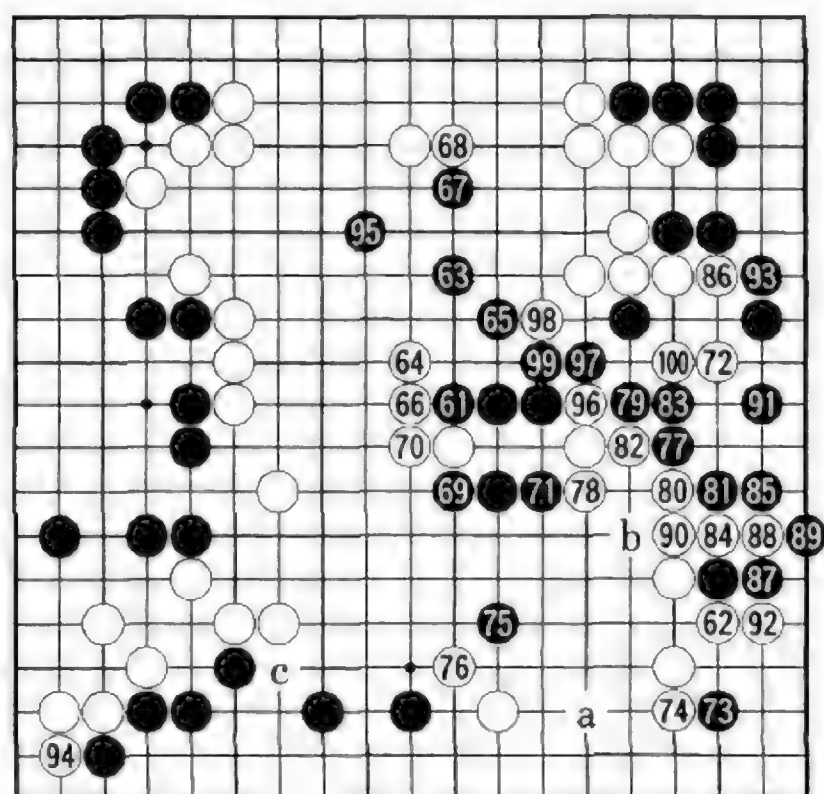


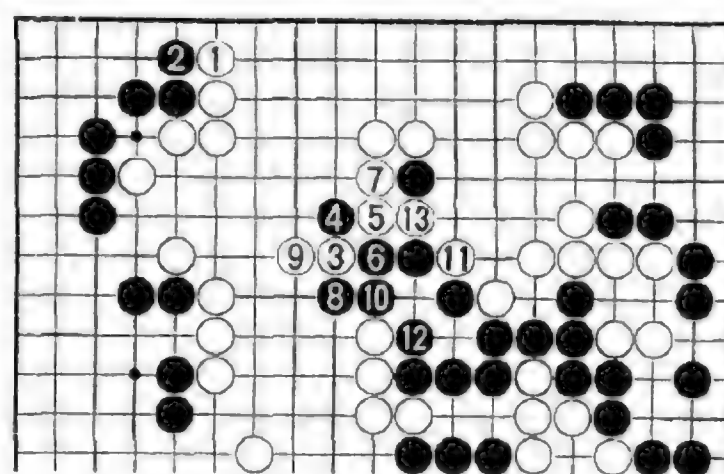
Figure 4 (61 – 100)

Figure 4 (61 – 100). A close game

When Black plays 61, White gets good shape in the corner with 62, but 63 to 67 erase a large part of White's moyo. Note that the aim of 64 and 66 is to cover up the weaknesses in White's position on the left.

White 70. Black may seem to be ahead in territory, but according to Otake the game is now very close.

Black 73. Kato regretted this move. It seems to be a good probe, but actually it would be better



Dia. 10

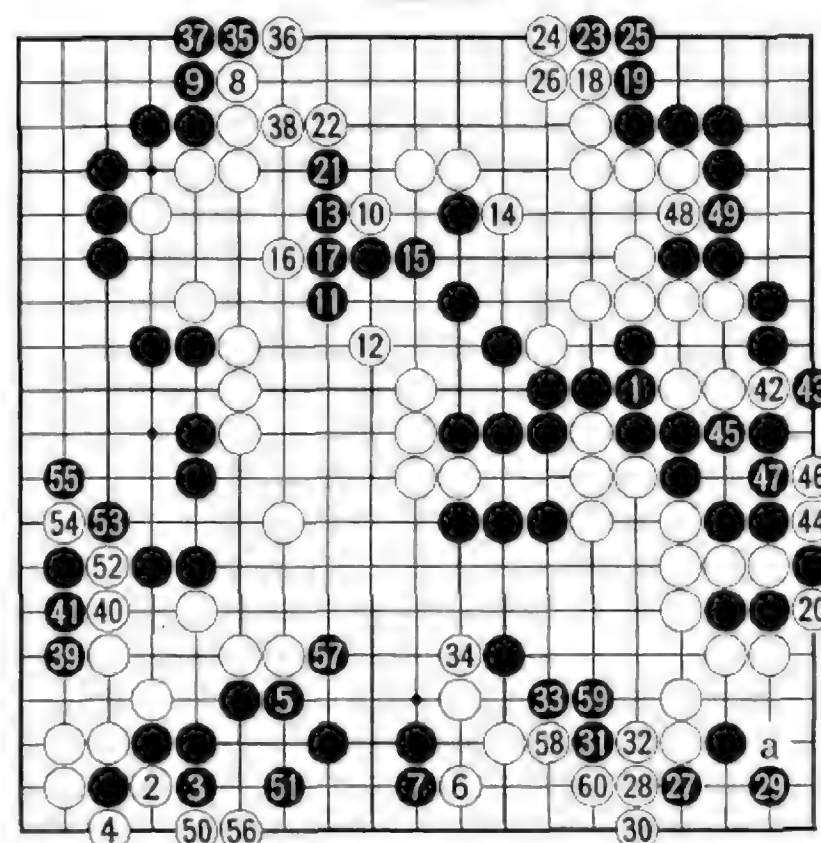
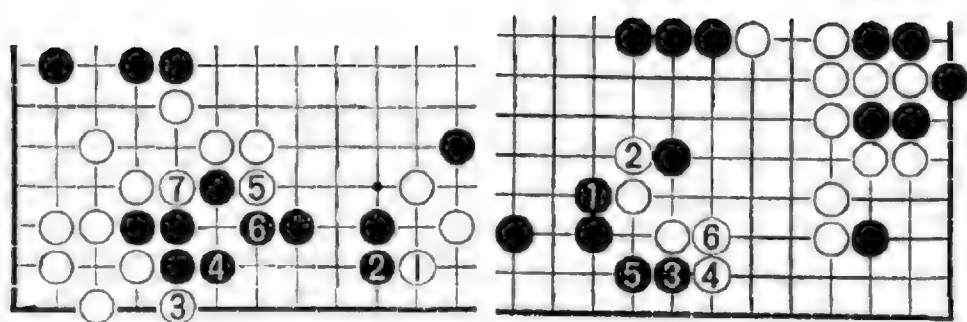


Figure 5 (101 – 160)

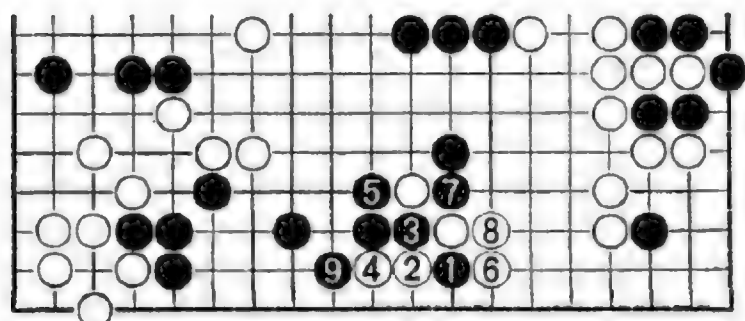
Figure 5 (101 – 160). The losing move

Black 5 is the losing move. Black must reinforce this group, as White can deprive him of eyes with the sequence in Dia. 11. However, 5 is much too



Dia. 11

Dia. 12



Dia. 13

solid. Instead Black should attach at 3 in Dia. 12, after first pushing up with 1. Black can also omit 1 and simply attach at 1 in Dia. 13. If White counterattacks with 2, the sequence to 9 follows. This result is good for Black.

White wastes no time forcing with 6, then he switches to 8. It is now beginning to look as if the burden of the komi will be too much for Black.

Black 27. If Black simply plays at 31, White will counter with 33; if then Black 27, White attaches at 'a'.

Black 39 is large, being worth seven or eight points, but this could be regarded as miai with 20 on the right side.

White 50 is good enough to win, but according to Otake the sequence in Dia. 14 is worth a little more.

Figure 6 (161 – 200), Figure 7 (201 – 229)

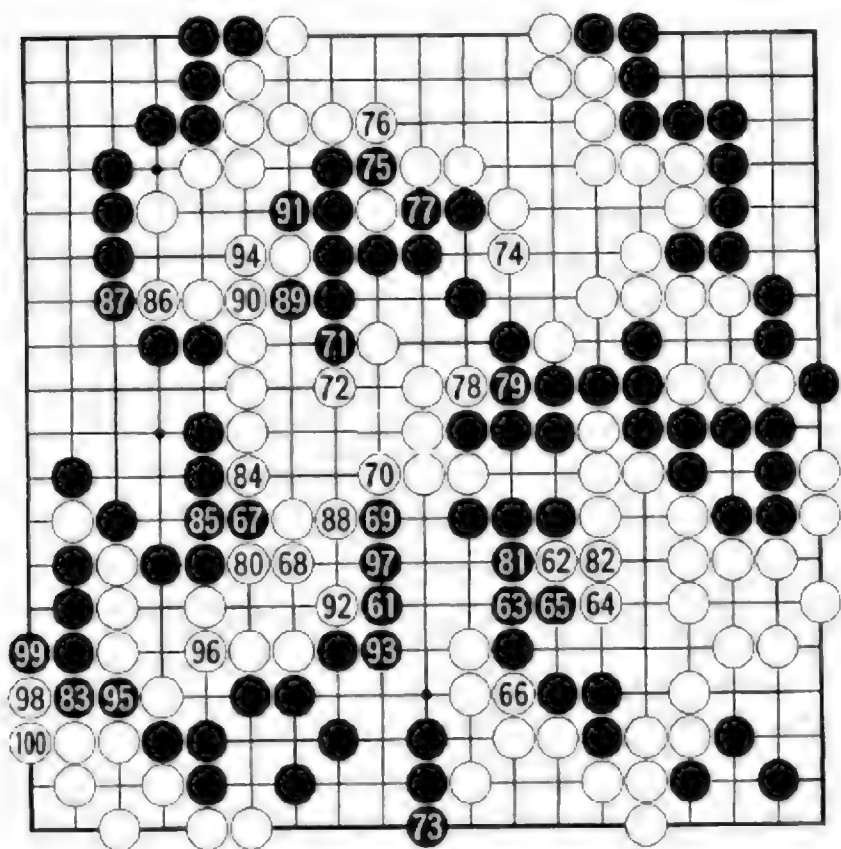


Figure 6 (161 – 200)

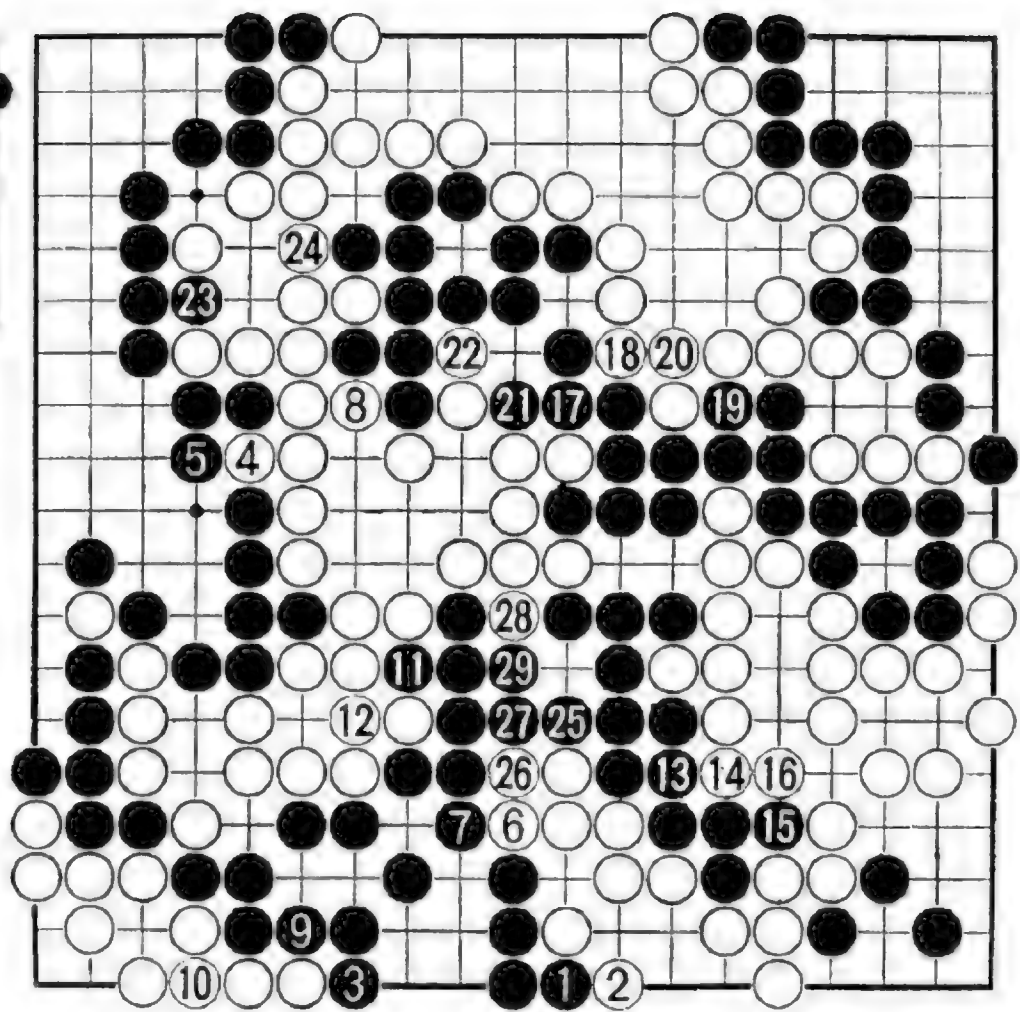


Figure 7 (201 – 229)

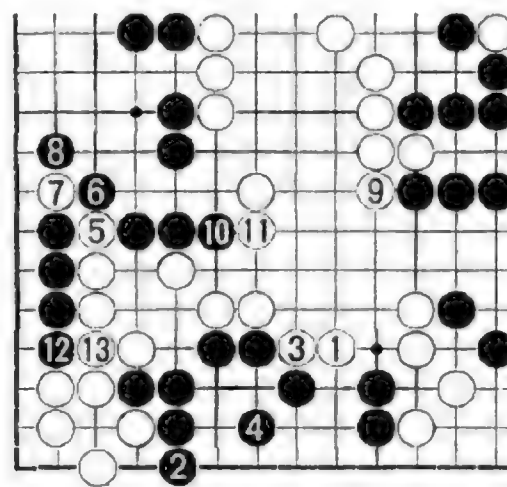
When he peeped at 178 Otake was certain of victory by $1\frac{1}{2}$ points. The game ended at 5.47 p.m., comparatively early for a one-day game, with Black only four points ahead on the board. Otake thus took the title with three wins to one loss. This was his first tournament success since losing the Meijin title last year and although he was a little lucky, especially in the first game, his play showed that he is back in top form again.

White wins by $1\frac{1}{2}$ points.

Time taken. White: 3 hours 2 minutes

Black: 3 hours 40 minutes

(Adapted from commentaries by Otake in the October 'Kido' and November 'Igo Club' and a commentary by Honda Kunihi in the November 'Igo Shincho')



Dia. 14

1978 China-Japan Go Exchange

One of the most interesting aspects of international Go in recent years has been the remarkable resurgence in the popularity of the game in China. For most of this century the unsettled political conditions in China have hampered the development of Go, but in the last two decades the Chinese government has actively encouraged the popularisation of the game, particularly in the schools. Go activities are organised by the national Sports Federation and there are estimated to be over one million active players. In China there are of course no professional players, so even the top players are engaged in full-time jobs.

Recent Go exchange between Japan and China began with a goodwill tour of China by a team of five Japanese professionals in 1960. Until very recently Japan was, in fact if not in name, very much the senior partner and her position was more that of instructor than of rival. However, there are now a number of players in China whose strength approaches very closely that of the top Japanese professionals. The first sign of this came when the perennial Chinese champion Ch'en Tsu-te began scoring some victories against top Japanese players. Confirmation of the dramatic increase in Chinese strength came in 1976, when the touring Chinese team won a majority of its games, with the outstanding role being played by a new star, Nieh Wei-p'ing, who steamrollered his opposition. This

Chinese victory suddenly introduced a new element of competitiveness and greatly enhanced the interest of these goodwill matches. Chinese Go is of course still a long way from catching up with the overall strength and depth of Japanese Go, but the day when China becomes a real threat to the dominance of the Japanese may not be too distant.

A brief outline of the history of the goodwill tours may give the best idea of the development of Go in China in recent years.

1960: first postwar tour of China made by a Japanese team led by Segoe 9-dan (other members Hashimoto Uтарo 9-dan, Sakata 9-dan, Segawa 7-dan, Suzuki Goro 7-dan). Result Japan: 32 wins, 2 losses, 1 jigo.

1961: Arimitsu Jiro team (including Magari 8-dan) tours China. Japan: 34-5-1.

1962: Chinese team (including Ch'en Tsu-te) tours Japan. China: 12-23.

1963: Sugiuchi 9-dan team (incl. Miyamoto Naoki 8-dan) tours China. Japan: 33-19-1.

1964: Chinese team (incl. Ch'en Tsu-te, Ch'en Kuo-sun, Wu Sung-sheng) tours Japan. China: 20-30-4.

1965: Kajiwara 9-dan team (incl. Kudo 6-dan, Abe Yoshiteru 5-dan) tours China. Japan: 19-6-2.

1965: Ito Tomoe 5-dan team (12 woman amateurs) tours China. Japan : 7-28-1.

Player	1-9/6 Opponent	2-12/6	3-14/6	4-17/6	5-20/6	6-22/6	7-24/6	Score
Ch'en Tsu-te	Ohira 9 L (5½)	Miura W (7½)	Okubo 9 L (R)	Okubo L (R)	Okubo L (R)	Fujiki 8 W (12½)	Iwata 9 W (10½)	3-4
Nieh	Fujisawa H.9 L (R)	Kikuchi W (R)	Ishii 9 W (4½)	Ishii L (R)	Ishii L (½)	Sekiyama 9 L (10½)	Shiraishi 9 W (11½)	3-4
Wu	Kojima 8 L (R)	Murakami W (5½)	Ushinohama 9 W (3½)	Ushi. W (R)	Ushi. L (8½)	Sato 9 W (4½)	Sakai 8 L (15½)	4-3
Hua	Nakamura 7 W (4½)	Harada W (R)	Hane 8 W (R)	Hane L (R)	Hane L (9½)	Yoshida 9 W (R)	Baba 6 W (1½)	5-2
Ch'en	Kamimura K.6 L (R)	Ishikura L (6½)	Morino 7 L (5½)	Morino W (½)	Morino L (R)	Shimada L (9½)	Takabayashi L (11½)	1-6
Yang	Miyazawa 6 L (R)	Kamimura W (R)	Abe 8 W (R)	Abe L (5½)	Abe L (3½)	Kadokura W (8½)	Hoshikawa 6 W (3½)	4-3
Chiang	Kamimura H.5 L (7½)	Nakazono W (R)	Tokimoto 6 L (R)	Tokimoto W (R)	Tokimoto L (6½)	Kawamura 7 W (R)	Takeuchi L (3½)	3-4
K'ung	Ogawa 4 L (½)	Nishizaki W (R)	Kobayashi 5 W (R)	Kobayashi W (R)	Kobayashi W (R)	Sakaguchi 7 L (R)	Yamashiro 6 W (R)	5-2
Result	1-7	7-1	5-3	4-4	1-7	5-3	5-3	28-28

W= Won; L= Lost; R= Resignation; Dan ranks given for professionals only.

1965: Chinese team (incl. Ch'en Tsu-te, Wu) tours Japan. China: 11-22-2.

1965: Iwata Tatsuaki 9-dan team tours China. Japan: 40-17-3.

1966: Chinese team (incl. Wu, Ch'en Kuo-sun) tours Japan. China: 6-19.

1966: Shimamura Toshihiro 9-dan team (members Miyamoto Yoshihisa 8-dan, Uchida 7-dan, Ishida Yoshio 4-dan, Kato 4-dan, Takemiya 2-dan) tours China. Japan: 24-9-3.

— tours suspended for six years —

1973: a Chinese team consisting only of Ch'en Tsu-te and a non-playing captain tours Japan. China: 3-6.

1973: 2nd Arimitsu Jiro team (incl. Sakata 9-dan, Honda 9-dan, Ishii 8-dan, Kato 7-dan, Ogawa Tomoko 2-dan) tours China. Japan: 40-14-2. (A game between Ogawa and K'ung Shang-ming is given in 'Go Review', Autumn 1973).

1974: Chinese team (incl. Ch'en Tsu-te, Wu, K'ung) tours Japan. China: 25-29-2.

1974: Miyamoto Naoki 9-dan team (members Kurahashi 7-dan, Sonoda 7-dan, Yanagiuchi 4-dan, Kubo 3-dan, amateurs Murakami, Miura, Nakazono) tours China. Japan: 24-30.

1975: Takagawa 9-dan team (incl. Kubouchi 9-dan, Ishigure 8-dan, Tozawa 7-dan) tours China. Japan: 30-23-3.

1976: Chinese team (incl. Ch'en Tsu-te, Nieh, Wu, K'ung) tours Japan. China: 27-24-5.

1977: Hashimoto Utao 9-dan team (incl. Tono 9-dan, Uchida 7-dan, Ishida Akira 7-dan) tours China. Japan: 30-23-3.

1978: Chinese team tours Japan. Result: 28-28.

(Note: public haya-go or fast games are not included in the results. Dan ranks are those at the time of the tour.)

The 1978 tour of Japan

The 1978 Chinese touring team arrived in Japan on the 6th June and left on the 27th. During the tour the team played seven matches, the results of which are given in the chart opposite. The final result, a tie, is most commendable, considering the strength of the Japanese opposition. While the Japanese teams did not include any title-holders, they were made up of solid tournament players and the leading Japanese amateur players. The results indicate that the Chinese would perform reasonably well in professional tournaments in Japan, while Japanese amateurs seem to be no

match for them.

The following are the members of the 1978 Chinese team:

Sun Le-yi: non-playing team captain, vice-president of the Chinese Go Association

Ch'en Tsu-te (age 34): teacher at the 51st Middle School in Shanghai; Chinese champion for many years (2nd in 1977); score to date (i.e. at the conclusion of this tour) against Japanese players is 16 wins, 25 losses, 2 jigo

Nieh Wei-p'ing (age 25): employee of the Athletics Committee of Heilungchiang province; 1977 Chinese champion; score v. Japanese: 17-8

Wu Sung-Sheng (age 33): Shanghai elementary school teacher; 6th visit to Japan; score to date: 17-13-4

Hua I-kang (age 29): works in a Shanghai machinery repair factory, speaks fluent Japanese; score to date: 18-15-2

Ch'en Chih-kang (age 27): employee of Kuang-chou city commerce bureau; took 3rd place in 1977 Chinese championship; score :3-9

Yang I-lun (age 27): fellow worker of Hua; score: 5-5

Chiang Ming-chiu (age 20): Taiyuan city tax office employee; won 1977 men's junior championship; score: 5-6

K'ung Shang-ming (age 22): department store employee in Chengtu city, Szuch'uan; top woman player in China and perhaps in the world



The 1978 tour begins with a public haya-go (fast game) between Takemiya (left) and Nieh in Tokyo. Takemiya won by 20½ points. Another haya-go, in which Hashimoto Shoji 9-dan defeated Ch'en Tsu-te by resignation, was played in Osaka.

Match One (Tokyo, 9th June)

The first match of the tour must have jolted the Chinese a little — they were almost completely shut out, just scraping one win on board 4. They did not go down without a fight, however.

Fujisawa Hosai v. Nieh

White: Fujisawa Hosai

Black: Nieh Wei-p'ing

komi: 5½; time: 3 hours each

Figure 1 (1 – 52)

At the outset it looked as if Hosai was going to play his inimitable mane-go, but Black 7 is known as a strategy for countering mane-go, so Hosai stopped imitating Black with 8.

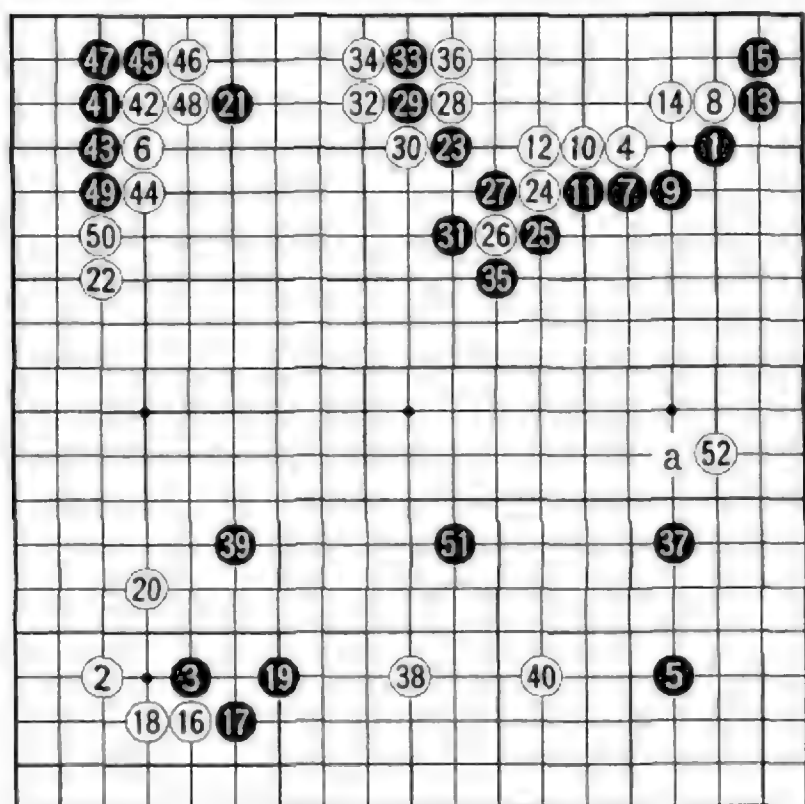


Figure 1 (1 – 52)

Black's attack at 23 leads to an interesting variation. Black's ponnuki yields enormous influence, but White gets considerable profit, so it seems to be an even result.

Black 51 is undeniably an interesting move, but in a sense it plays into White's hands. Hosai's favourite style is to take sure profit while letting his opponent set up a large moyo, then to plunge in and devastate the moyo. Since the invasion point of 52 is obvious, Black should have played 51 at 'a'.

Figure 2 (53 – 100)

Black's aim is to use his strong wall at the top to attack White and to set up a splitting attack on the groups in the centre and at the bottom. Hosai is noted for his fighting prowess, but Black's forceful attack with 65 and 67, ignoring White 66, indicates that Nieh is also confident in his fighting ability. Black 79 is the move that Nieh is aiming at — he lets White capture at 80 in order to set

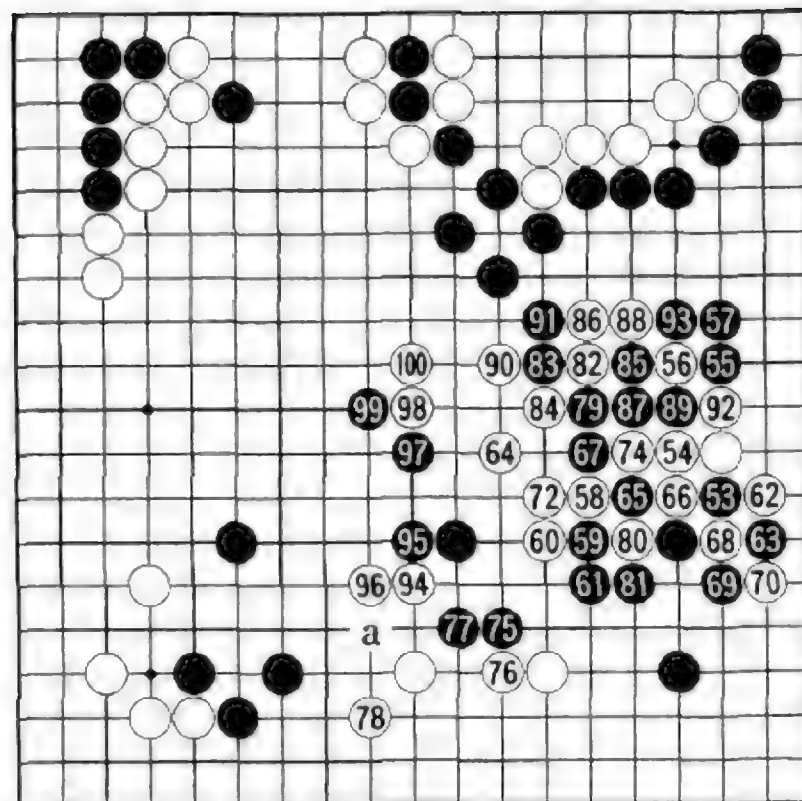


Figure 2 (53 – 100)

71: ko; 73: connects

up an attack on White's whole group. However, playing more peacefully here, with 79 at 'a', is also feasible.

The sequence from 83 to 93 is forced. White 94 is a good move — White attacks Black's weak point at the same time as looking after his own group. White induces 95 and 97 so that he can fix up his shape by attaching at 98. Here the skill of the veteran Hosai enables him to parry the attack of his younger opponent.

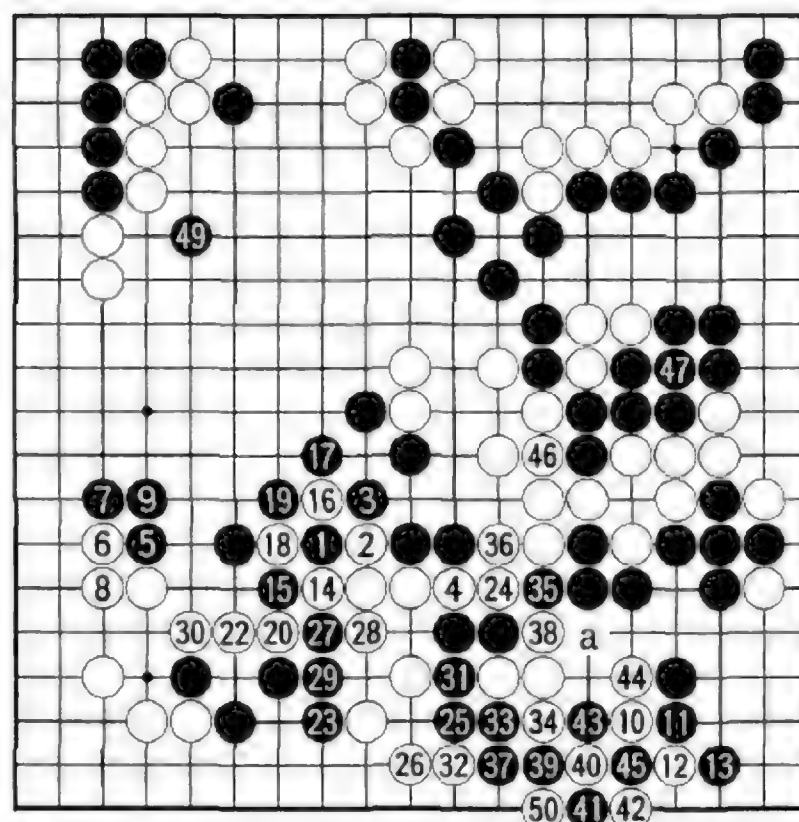


Figure 3 (101 – 150)

21: takes two stones; 48: ko

Figure 3 (101 – 150)

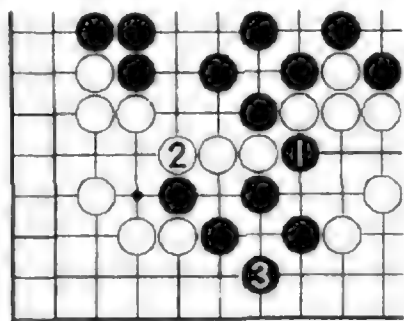
Playing 5 at 24 is bad, because after White 36 — Black 'a', White cuts at 16.

White 24. White is playing safe. He can capture

Black by playing at 29, but then a placement by Black at 25 becomes a threat.

Black 25 is a mistake — Black can live with 1 and 3 in Dia. 1.

Black pins his hopes on the ko set up by 31 to 45, but now that his group on the left has been captured, he has no suitable ko threats. Settling the ko with 50 decides the game.





Ch'en Tsu-te

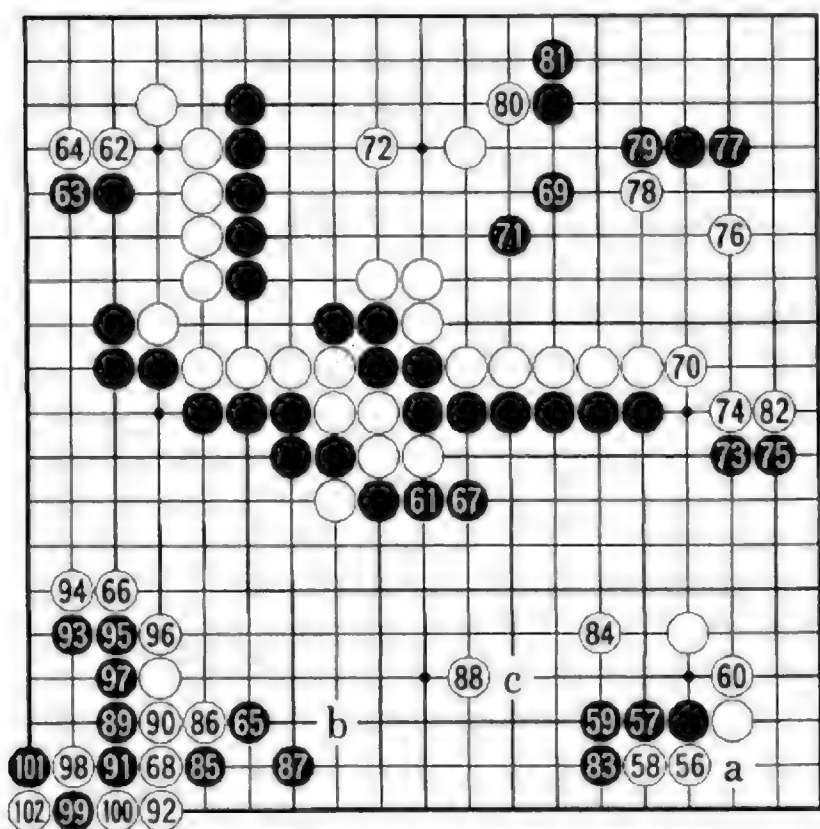


Figure 2 (56 – 102)

Figure 2 (56 – 102)

White 56 is necessary. Black 'a' would be a good move now that Black has a solid wall above.

Black 61. Driving the white group out by taking away its base with Black 64 would be a better strategy.

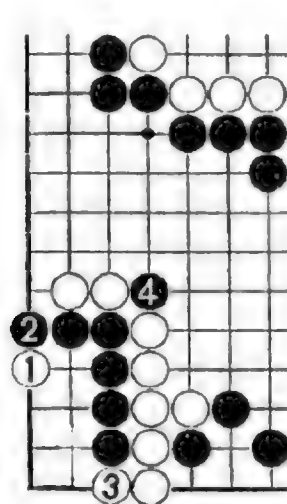
White 68 is good enough as White is ahead in territory. Black's all-out play after this seems to indicate that he agrees. Black 69, threatening the whole white group, is a good point. If Black played 69 at 70, White would answer at 69.

White skilfully settles his group with 72 to 82. Okubo considered playing 82 at 'b' but decided on 82 as he felt that he was ahead.

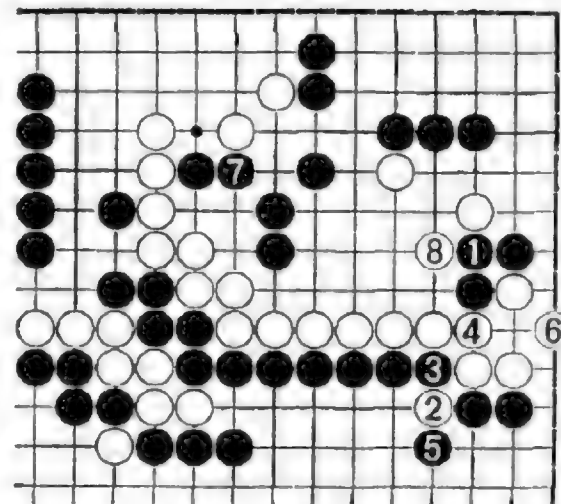
Black 85 is dubious — 'c' is preferable in order to prevent White from taking the excellent point of 88. Black stakes everything on his invasion at

89 — he hopes to be able to use his thickness in the centre.

White 98. White can prevent Black from getting two eyes with 1 and 3 in Dia. 2, but Black 4 will be very troublesome.



Dia. 2



Dia. 3

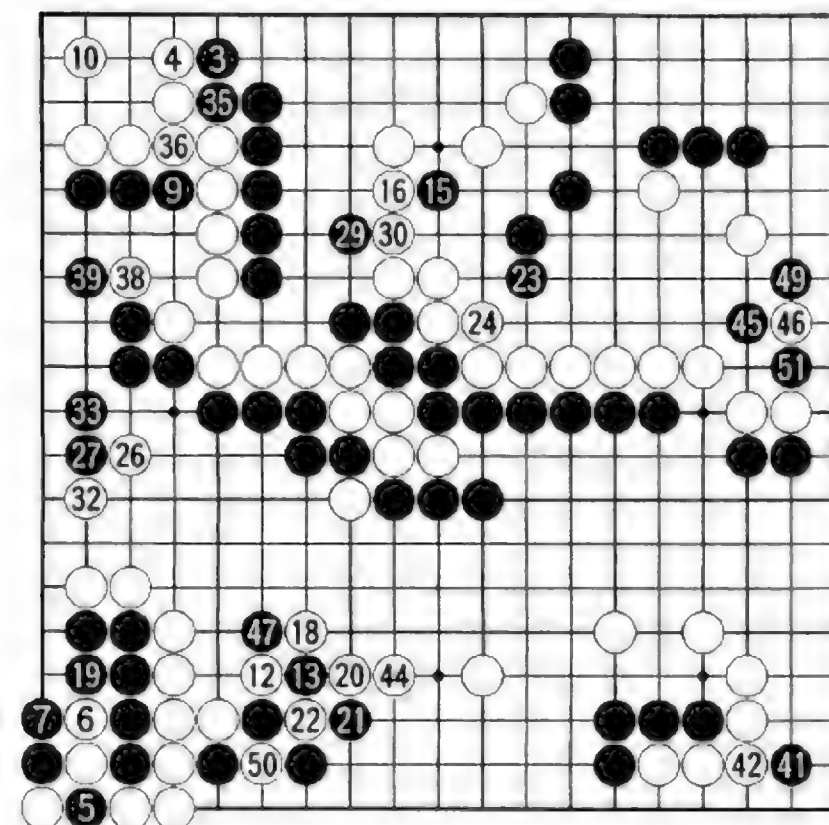


Figure 3 (103 – 151)

ko: 8,11,14,17,25,28,31,34,37,40,43,48

Figure 3 (103– 151)

White has to be careful about his ko threats, as his whole group will be endangered if he loses the ko. When Black ignores 18, the fight changes scene.

The ko fight becomes more urgent when Black plays 47, so White finishes it off with 48 and 50. The fate of White's large group at the top will now decide the result.

Black 51. Connecting at 1 in Dia. 3 is better, but even so White can live with 2 to 8.

Figure 4 (152 – 200)

The fact that 52 and 54 are sente make all the difference. Black cannot kill White, so he switches

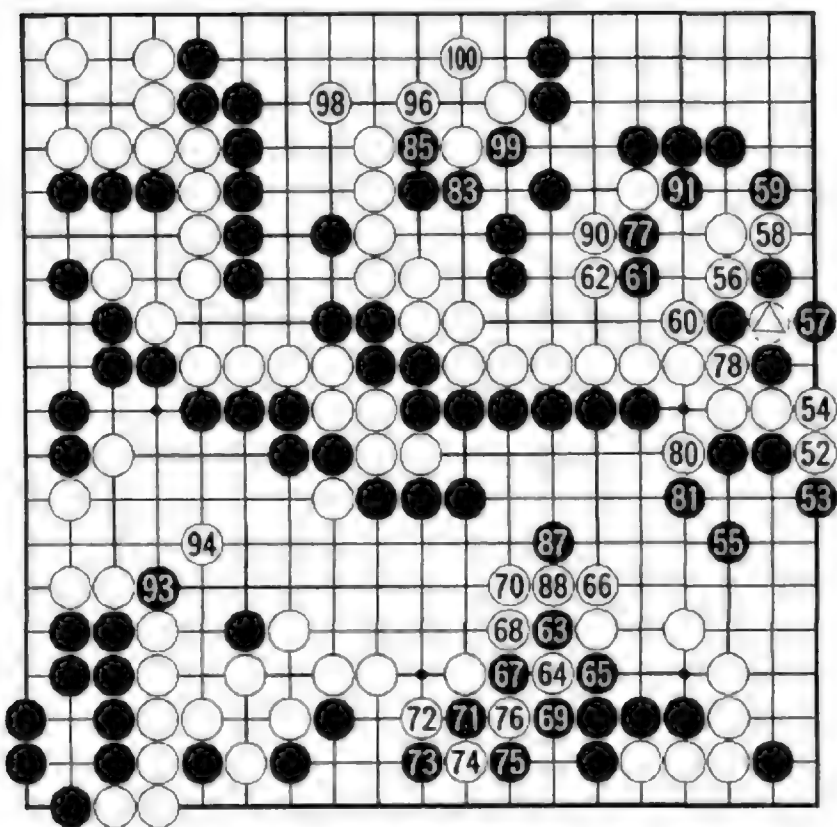


Figure 4 (152 – 200)

79: at 71; 82: at 76; 84: connects

86: at △; ko: 89, 92, 95; 97: connects

to the bottom with 63 and manages to set up yet another ko.

White can safely ignore 83, for he can get a ko with 86 and has any number of ko threats to live at the top. Black aims at gomoku-nakade with 97, i. e. capturing these five stones would only give White one eye, but White secures life with 98 and 100. This makes a second eye at the top. Black must throw in the towel.

White wins by resignation after 200.

Ishii v. Nieh

White: Ishii Kunio 9-dan

Black: Nieh Wei-p'ing

Figure 1 (1 – 28)

Ishii Kunio (born 1941) is a member of the Kansai (Osaka) branch of the Nihon Ki-in. He is one of the small number of university graduates (Kansai Gakuin University) among Go professionals and he was a member of the 29th and 30th Honinbo leagues and the 2nd Gosei league. He was promoted to 9-dan in spring this year.

Nieh is an aggressive player who always looks for the severest move. Fighting usually develops early on in his games, but in this case it was his opponent who was the instigator.

The trouble starts when Black makes the highly original move of 25. The normally quiet and steady Ishii launches a fierce attack with 26 and 28.

Figure 2 (29 – 77)

The sequence to 44 is pretty well forced. Note

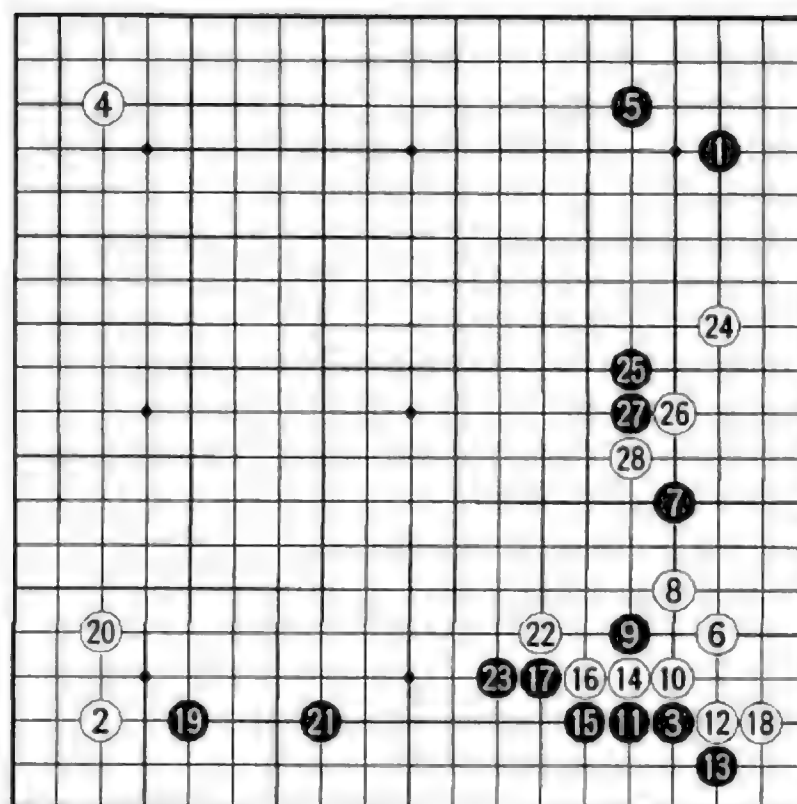


Figure 1 (1 – 28)

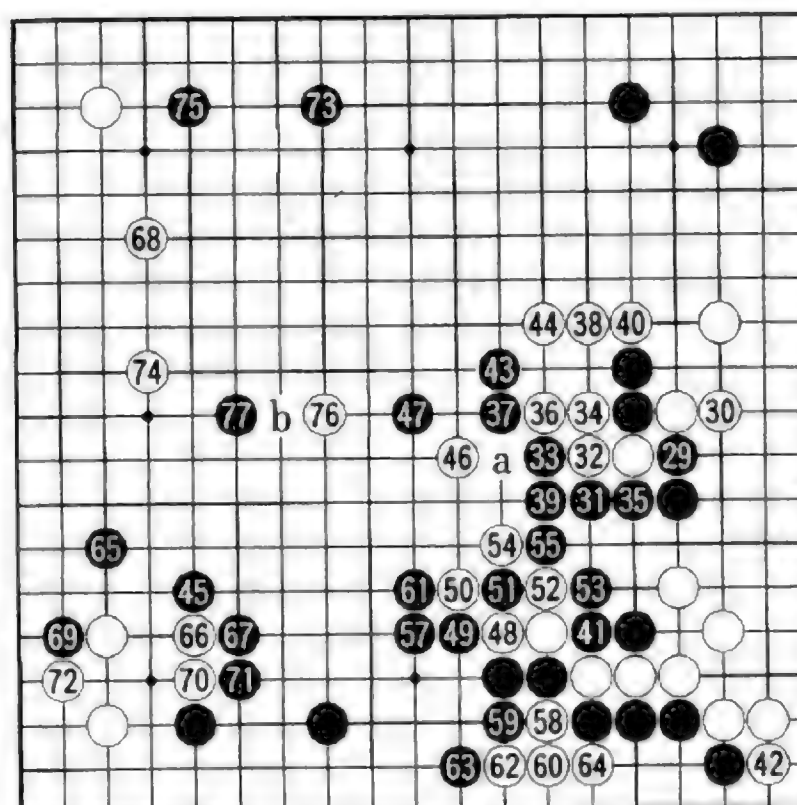


Figure 2 (29 – 77)

56: connects

that White cannot omit 42 after 41.

Black 47 is a natural counterattack — connecting at 'a' would be too submissive.

White 58 is well-timed. Black 61 is essential — if Black plays 61 at 64, then after White 62, Black 63, White 61 would be sente, enabling White to cut at 'a'.

The exchange to 64 seems to be the correct result here. However, the overall flow of the game so far gives one the feeling that Black has succeeded in parrying White's attacks.

White 76 is perhaps questionable, as it permits a severe counterattack at 77. Playing 76 at 'b' would be more peaceful.

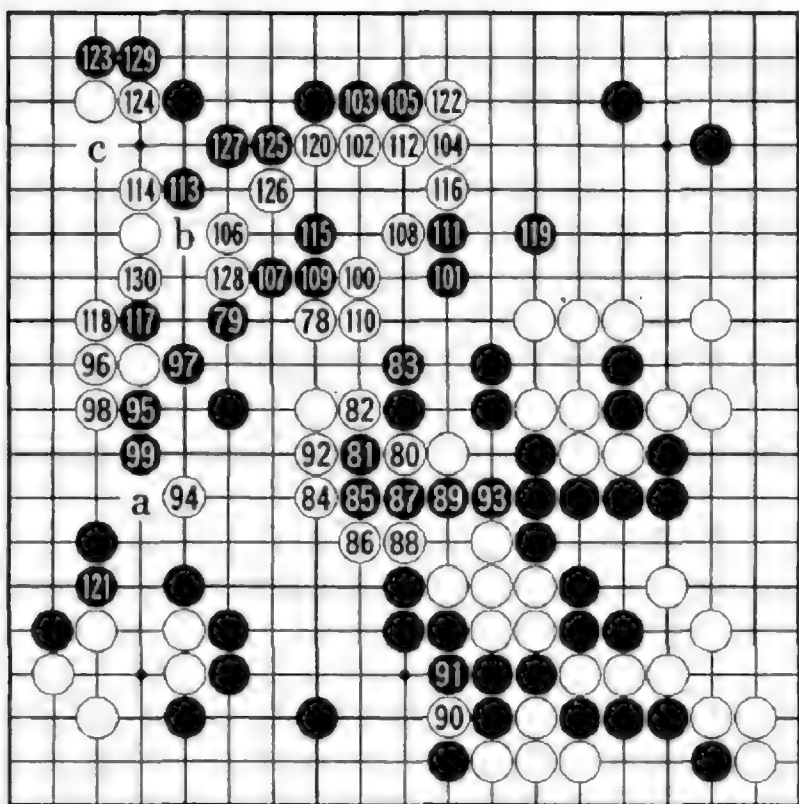


Figure 3 (78 - 130)

Figure 3 (78 - 130)

White 80 is the tesuji White has been aiming at. White builds thickness in sente up to 92, then attacks Black's weak point with 94. Black defends with 95 to 99, but this still leaves the aji of White 'a', though White cannot play here immediately. Some fierce infighting now follows at the top.

White 114 is forced; if White 'b', Black attaches at 'c'.

White 120. White is aiming at 'a', so Black defends with 121.

Black 125 to 129 show nice overall judgement. Black is leading, so he decides to abandon his attack.

Figure 4 (131 - 180)

White 32. Fighting the ko is better than simply

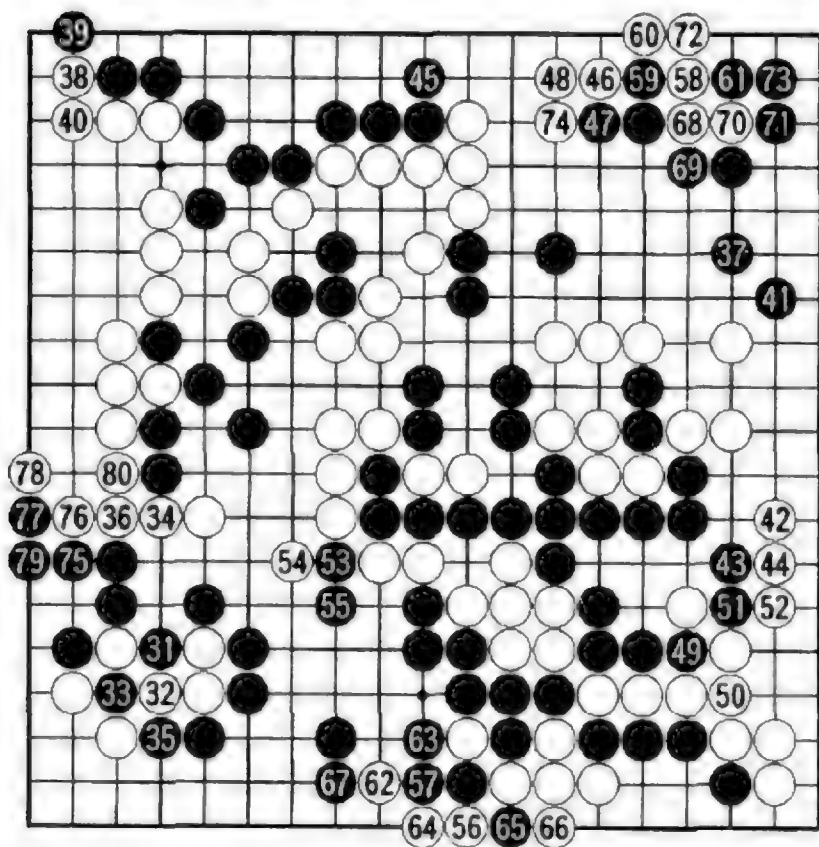


Figure 4 (131 - 180)

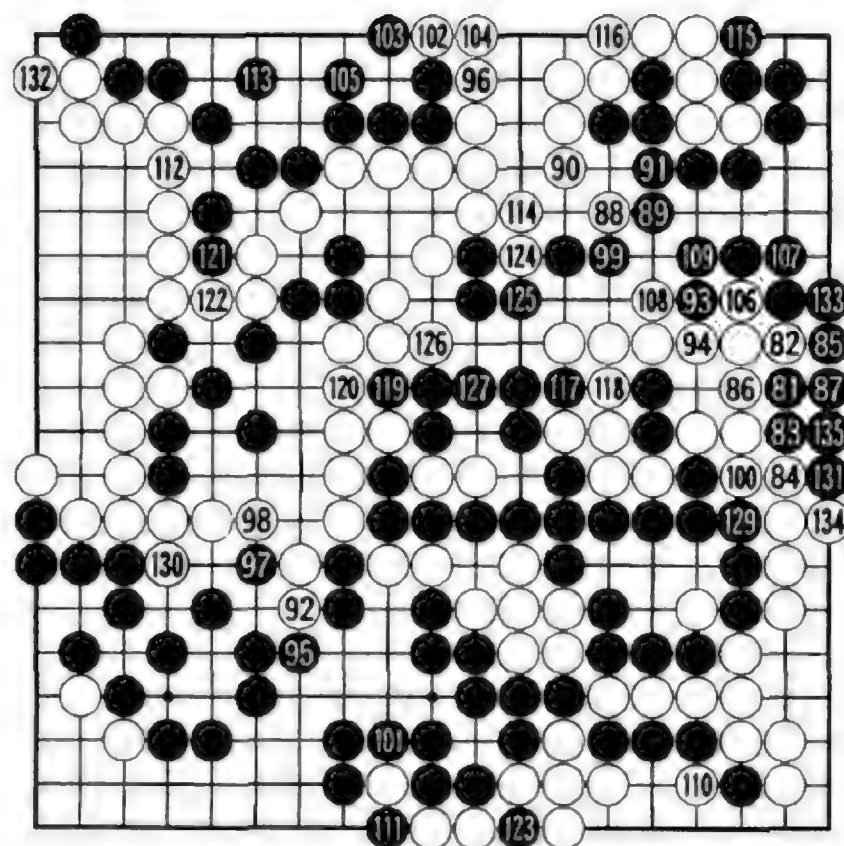


Figure 5 (181 - 235)

128: captures 123

connecting at 33. However, this leads to a surprising exchange. After 36 the endgame begins.

White 52 is too small. The game would have been very close if White had played 53 (sente), then switched to 58. Black is sure of winning after 53.

Black wins by 4½ points.

Hane v. Hua

White: Hane Yasumasa 8-dan

Black: Hua I-kang

Figure 1 (1 - 49)

Hane 8-dan (born 1944) is a member of the Central Japan (Nagoya) branch of the Nihon Ki-in. He played in the 28th Honinbo league and

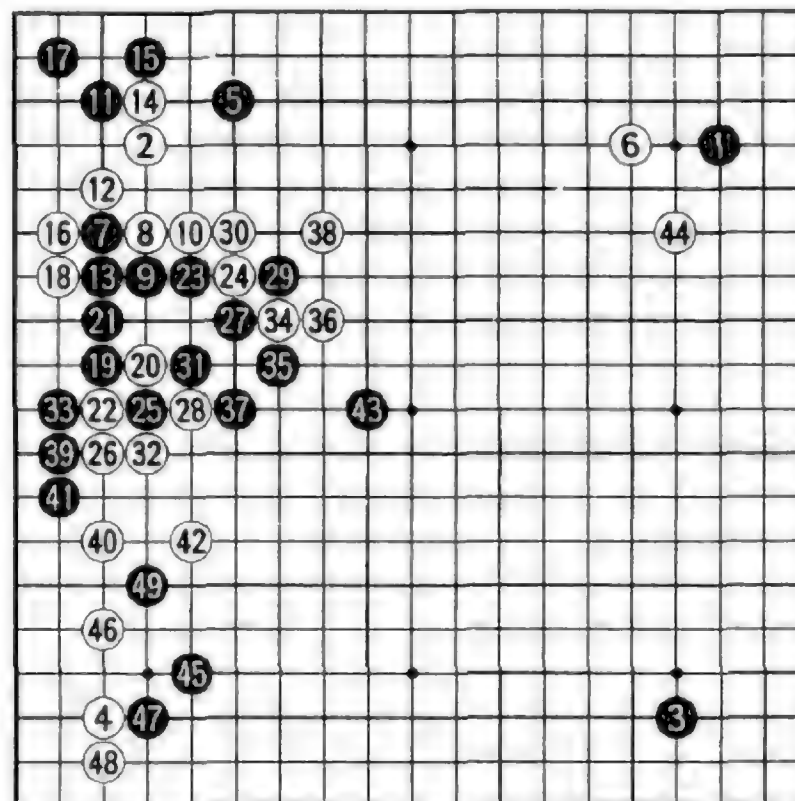


Figure 1 (1 - 49)

won the 8-dan section of the 2nd Kisei title. He has also done well in the Judan and Pro Best Ten Tournaments.

The sequence to 20 is a joseki. Black 21 is a strong move, though 25 is more common (see 'Dictionary of Basic Joseki', Vol. 3, p. 173). After 22 the sequence to 32 is forced.

White 44 is a good move, but Black ignores it, attacking vigorously with 45 to 49.

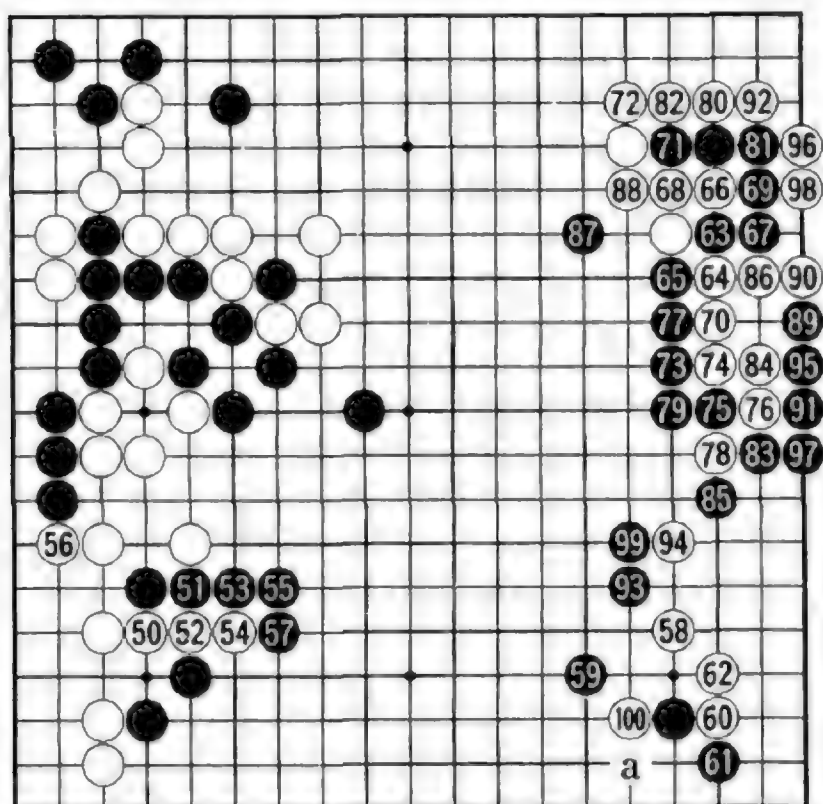


Figure 2 (50 – 100)

Figure 2 (50 – 100)

Black 63. Defending at 'a' is usual.

White 72. Connecting at 88 is the joseki, but White is not satisfied with this.

Black 73 is a superb move – White cannot push through at 77.

White 80 seems natural, but White should have patiently extended down at 85, though this would be very painful. Black does well in the fighting here, as he plays 85 in sente and takes the superb point of 93. White gets a lot of profit at the top, but Black gets a magnificent centre moyo, making excellent use of his stones on the left.

Figure 3 (101 – 152)

White's chances now depend on whether he reduces Black's moyo sufficiently. An extremely difficult fight begins after White 2.

Black 17 is a clever move. If White 18 at 'a', Black plays 19 and wins the fight.

Playing 37 before 39 is nice timing. If White blocks at 41, Black cuts one space below and White cannot capture the cutting stone.

Black 43 is a devilish move – this puts the bottom group into ko. This is of course the result

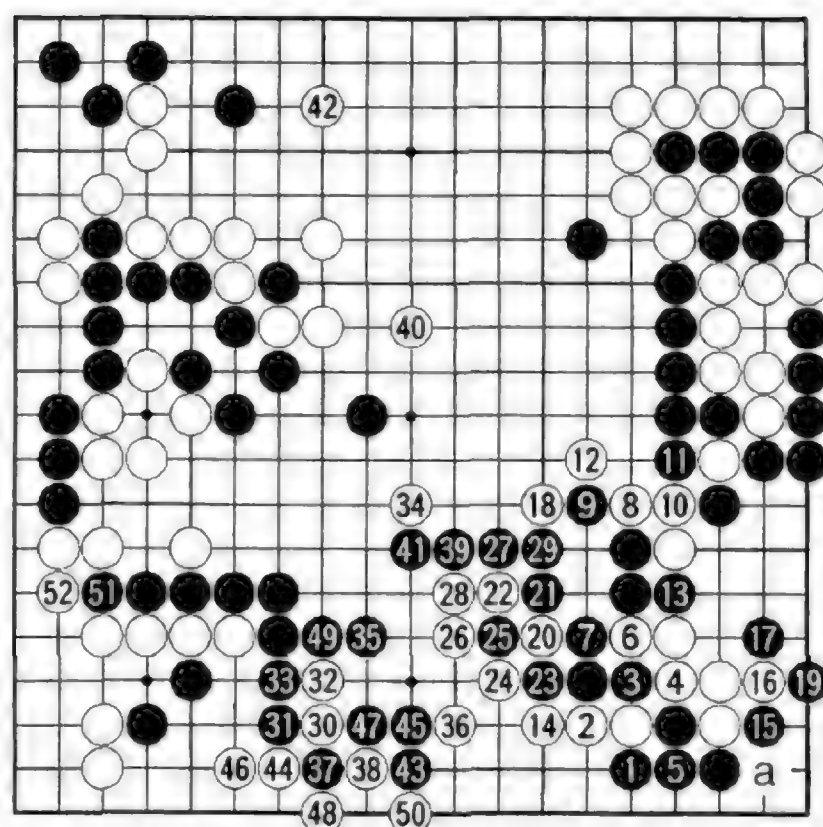


Figure 3 (101 – 152)

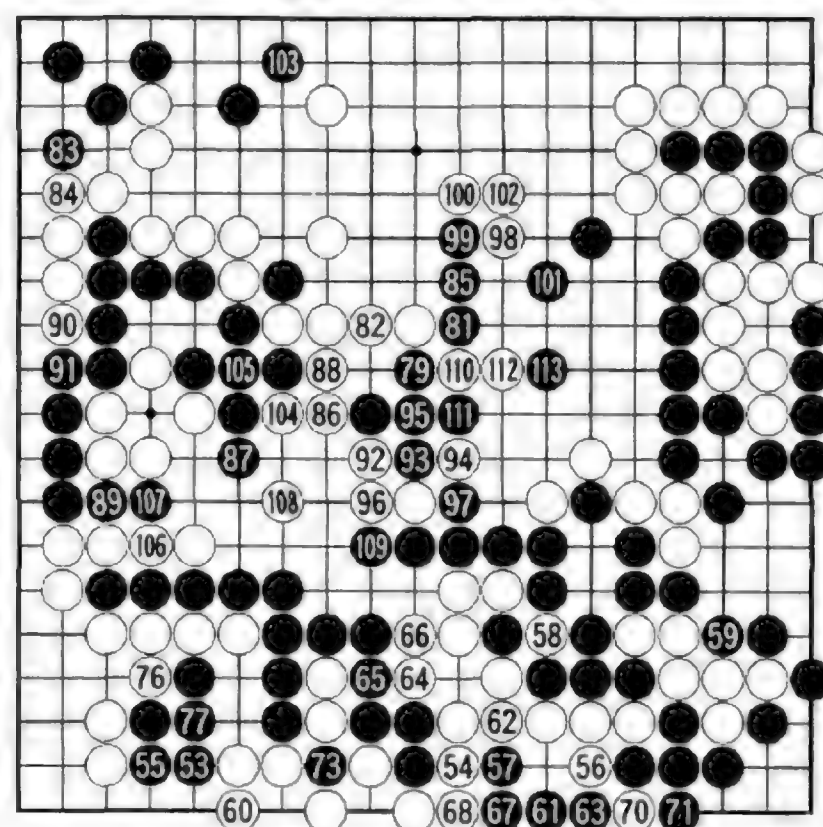


Figure 4 (153 – 213)

ko: 69 (left of 58); 72: ko; 74: recaptures;
ko: 75, 78; 80: connects

of White's switching elsewhere with 40 and 42, but being behind White felt that he had to play all-out like this and let the bottom group take its chances. Black's play, however, is relentless.

Figure 4 (153 – 213)

Black 79 is good enough – Black does not have to win the ko. This game could be considered a masterpiece for Hua – he played brilliantly throughout.

Black wins by resignation.

Kobayashi v. K'ung

White: Kobayashi Chizu 5-dan

Black: K'ung Shang-ming

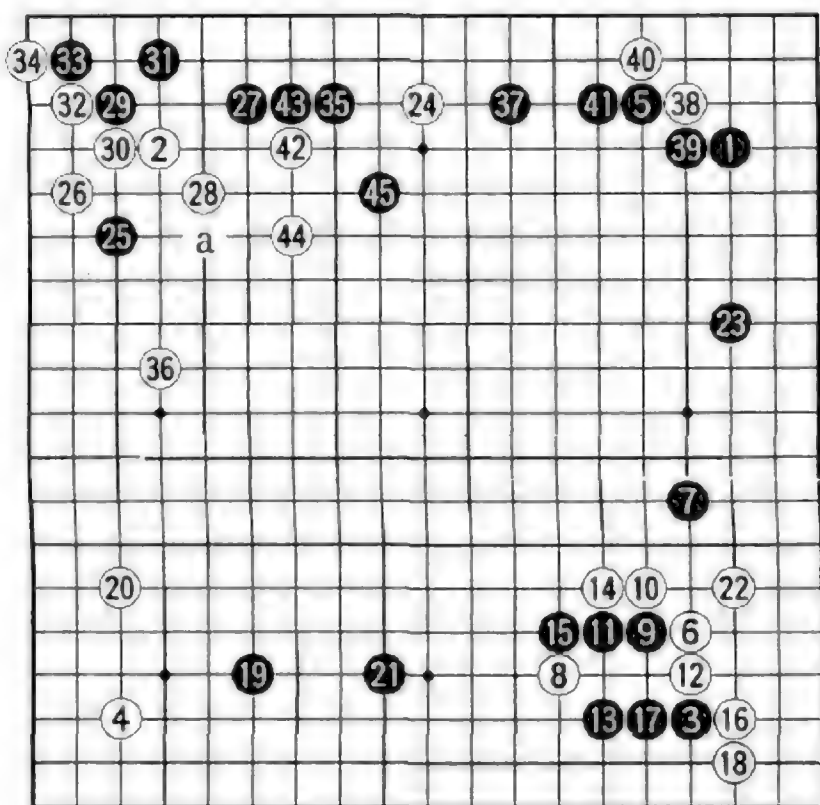


Figure 1 (1 - 45)

Figure 1 (1 - 45)

This is the second of the three games between K'ung, the only woman in the Chinese team, and Kobayashi Chizu, the current women's champion in Japan. On the 1976 tour K'ung won all her games and on this tour her only loss to a woman was by half a point in the first game. These results seem almost to suggest that she provides more opposition than the Japanese woman professionals can handle. Incidentally, she is ranked 13th overall in China.

White 28. White 1 and 3 in Dia. 1 are usual.

White 30. The sequence in Dia. 2 is bad for White.

White 44 defends against Black 'a'.

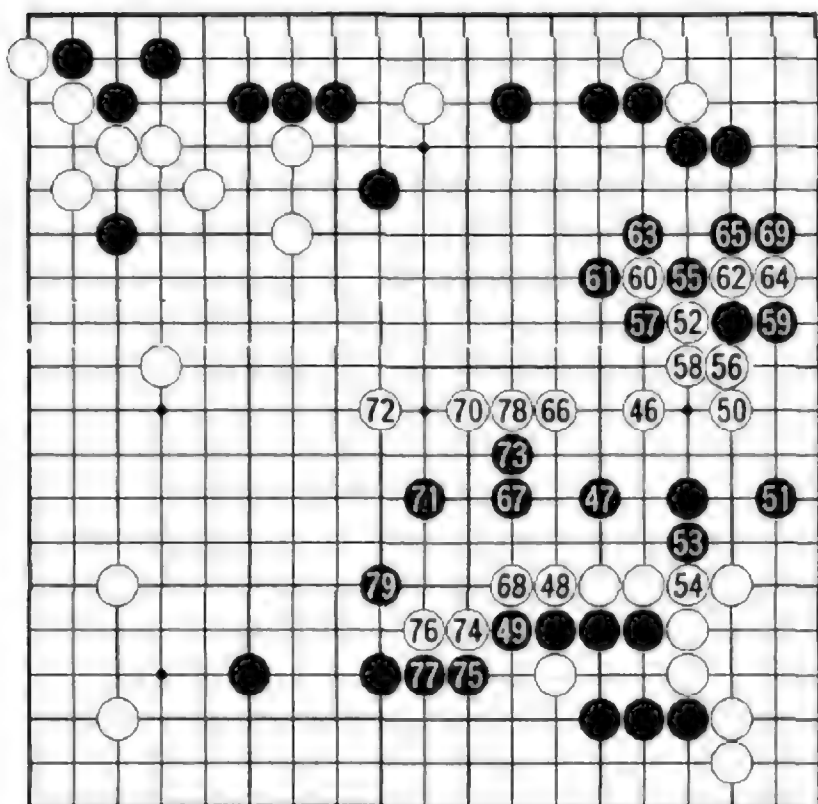
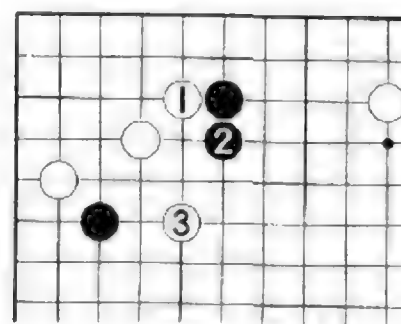
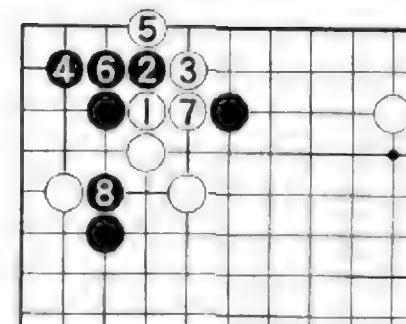


Figure 2 (46 - 79)



Dia. 1



Dia. 2

Figure 2 (46 - 79)

White 62 must be at 63. The ponnuki is painful.

Black 69 seems too slow but this stone is later useful at the top.

Figure 3 (80 - 131)

White builds up a large area on the left in the fighting after 80. Her prospects would be good if she could do something in the top corner. Unfortunately, her hopes are dashed by 129. After 131 -

In both Dias. 3 and 4, the ● stone proves very useful, as it is the key to killing White.

White resigns after 131.

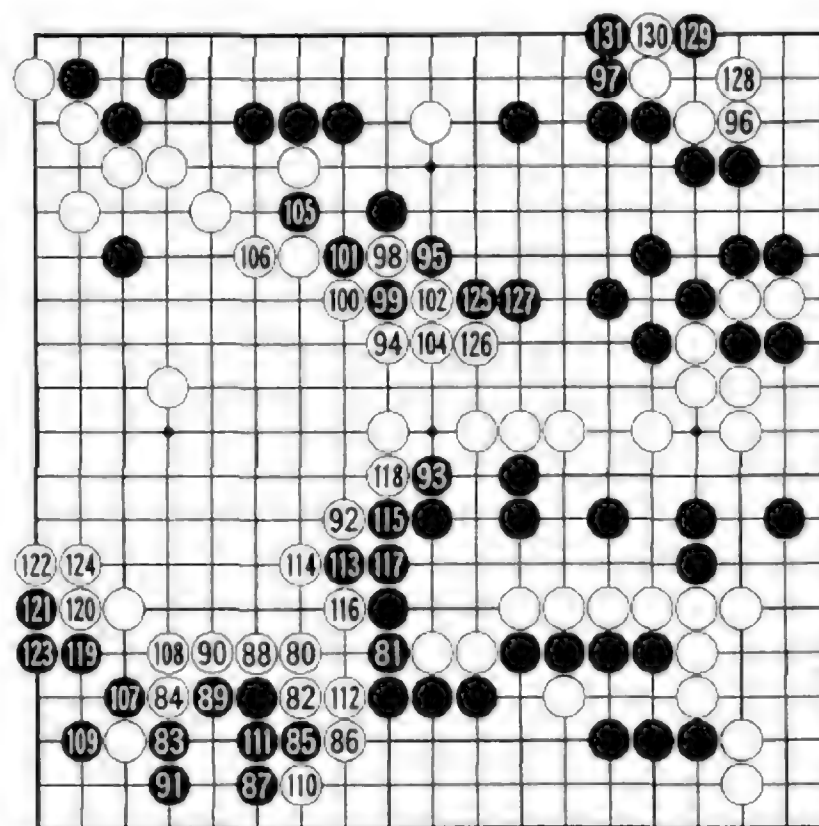
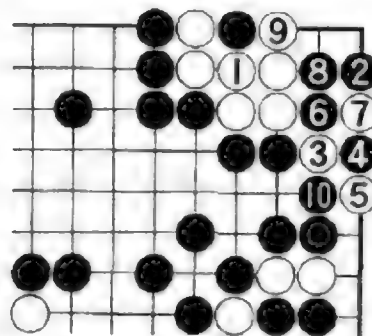
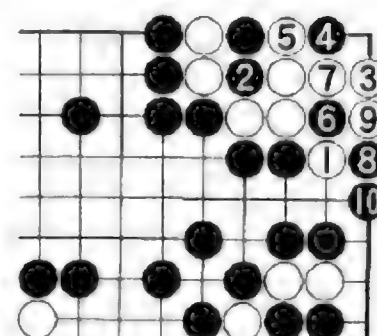


Figure 3 (80 - 131)

103: connects



Dia. 3



Dia. 4

(Commentaries are taken from 'Nitchu Kisen', a special supplement to 'Igo Shincho', which contains all 58 games played on the tour.)

22nd European Go Congress

The 1978 European Go Congress was held from the 22nd July to the 5th August at the Maison du Japon at the Cite Universitaire in Paris. There were 197 participants from 19 countries and a total of 1154 official games (lightning and rengo excluded) were played. The Federation Francaise de Go is preparing a booklet about the congress.

The Nihon Ki-in was represented by Iwamoto Kaoru 9-dan, who was accompanied by his daughter Yoko, who is amateur 4-dan. An auspicious beginning to Go exchange between Europe and China was also made when a Chinese delegation visited the congress. This delegation was made up of three of the top Chinese players, Nieh Wei-p'ing, Ch'en Tsu-te and Ch'en Kuo-sun. In addition to playing many teaching games, two of the players, Nieh and Ch'en Kuo-sun, also played in the handicap tournament.

The main tournament, the European Championship, was won by Hasibeder 5-dan of Austria, who came second last year. This year he made no mistakes, scoring a convincing nine straight wins. Second was Rebattu 5-dan of the Netherlands, with 8 wins, while Macfadyen 5-dan of Britain took third place with seven wins. As the current European champion, Hasibeder earns the first place in the European zonal team for the 1st World Amateur Championship, to be held in Tokyo in March 1979. An interesting footnote to the European Championship is that Black seemed to have an advantage, winning 66% of the games despite giving a five point komi. In professional

play Black seems to win slightly over 50%.

Other results:

Main Tournament

Division 1 (2-dan and over) — 1st: Synder; 2nd: Tokudome; 3rd: Koopman

Division 2 (1-dan) — 1st: Stacey; 2nd: Van Zeijst; 3rd: Petrovic

Division 3 (1-kyu) — 1st: Stevenson; 2nd: Gosteli; 3rd: Zandveld

Division 4 (2- to 4-kyu) — 1st: Benson; 2nd: Hoffman; 3rd: Roberts

Division 5 (up to 5-kyu) — 1st: Hagedorn; 2nd: Broekhuysen; 3rd: Barnes

Handicap Tournament

Special prize: Nieh Wei-p'ing (1300 points)

1st: Lim Yoo-jong (1313 points); 2nd: D. Cornuejols (1184 points); 3rd: Schnoring (1093 points)

Hasibeder v. Rebattu

White: M. Rebattu 5-dan

Black: H. Hasibeder 5-dan

komi: 5; time: 3 hours each; 60 secs. byo-yomi

This fourth round game was the crucial clash of the championship. Whoever won automatically became the favourite, as Hasibeder had already defeated Macfadyen in Round 2, while Rebattu had beaten Schlemper in Round 1. The comments are from a brief analysis by Sakata Eio 9-dan published in "Go Weekly" and an oral commentary by Iwata Hajime 4-dan.

1978 European Go Championship

	H	R	M	S	I	H	M	B	K	C	Pts	Place
Hasibeder 5 (A)	—	1	1	1	1	1	1	1	1	1	9	1
Rebattu 5 (N)	×	—	1	1	1	1	1	1	1	1	8	2
Macfadyen 5 (B)	×	×	—	1	1	1	1	1	1	1	7	3
Schlemper 4 (N)	×	×	×	—	1	1	×	1	1	1	5	4
Isele 5 (FRG)	×	×	×	×	—	1	1	1	×	1	4	5
Hubert 3 (F)	×	×	×	×	×	—	1	1	1	1	4	6
Moussa 4 (F)	×	×	×	1	×	×	—	$\frac{1}{2}$	×	1	$2\frac{1}{2}$	7
Beck 4 (A)	×	×	×	×	×	×	$\frac{1}{2}$	—	1	1	$2\frac{1}{2}$	8
Kippe 4 (FRG)	×	×	×	×	1	×	1	×	—	×	2	9
Castledine 3 (B)	×	×	×	×	×	×	×	×	1	—	1	10

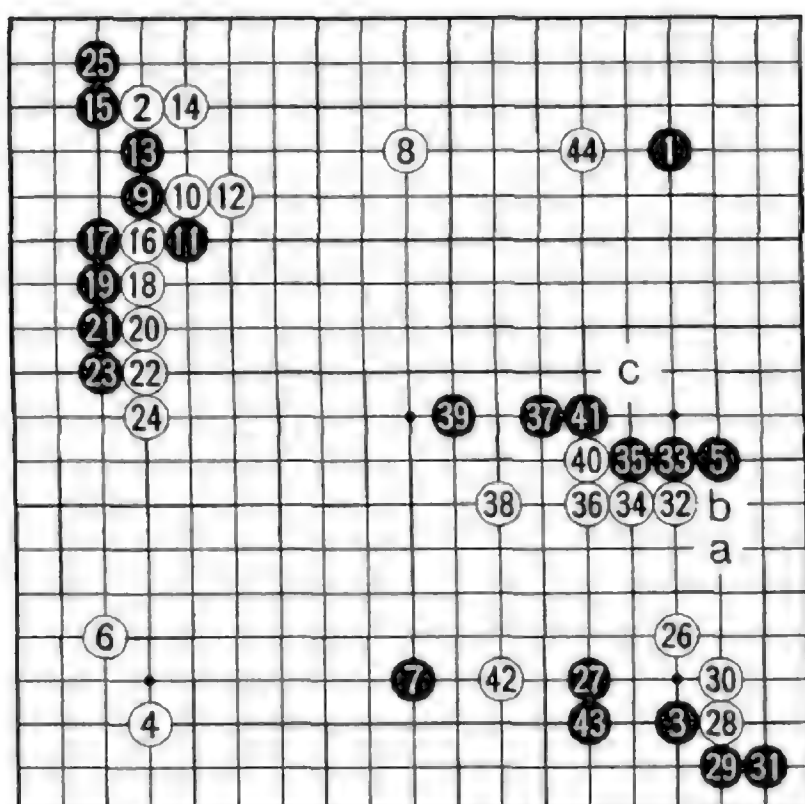
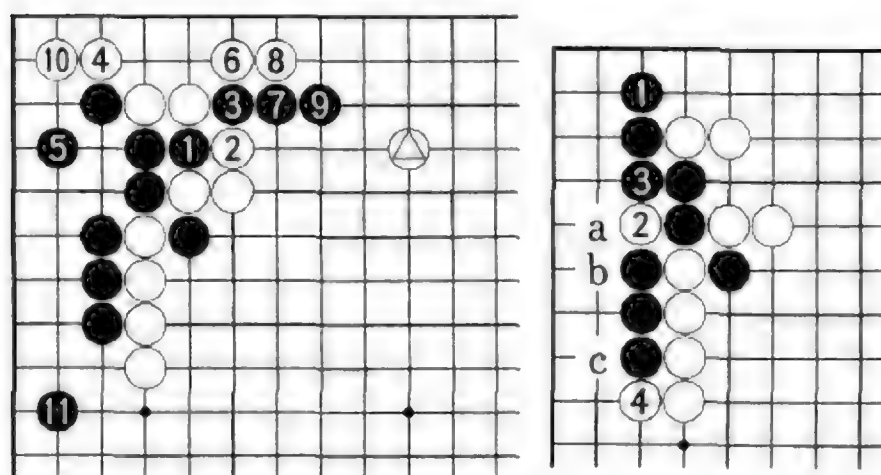


Figure 1 (1 - 44)

Figure 1 (1 - 44)

Black 23 is the first point of interest. In the usual joseki Black pushes through and cuts with 1 and 3 in Dia. 1, after which the sequence to 11 is standard. Black presumably rejected this joseki because the presence of White $\triangle$ puts too much pressure on his three isolated stones at the top. (For a detailed discussion of this joseki, see "Dictionary of Basic Joseki", Vol. 2, p. 78.)



Dia. 1

Dia. 2

Once Black has decided not to follow Dia. 1, it is a good idea to crawl an extra point with 23 before descending at 25, though usually one tries not to crawl too much along the third line. In this position, if Black plays immediately at 25, that is, at 1 in Dia. 2, White promptly throws in a cut at 2, then blocks at 4. This block works very well in conjunction with his bottom left corner enclosure, on top of which White has the sente endgame sequence White 'a', Black 'b', White 'c'.

White 32. White should play at 'a', for the shoulder-hit only helps Black. Moving out with

33 to 39 cancels out much of the influence of White's thickness on the left side. Even with 36 playing at 'b' would be preferable.

White 40 is of course a bad aji-keshi move. The correct approach here is to aim at cutting across at 41 or to try and exploit the weak point at 'c'.

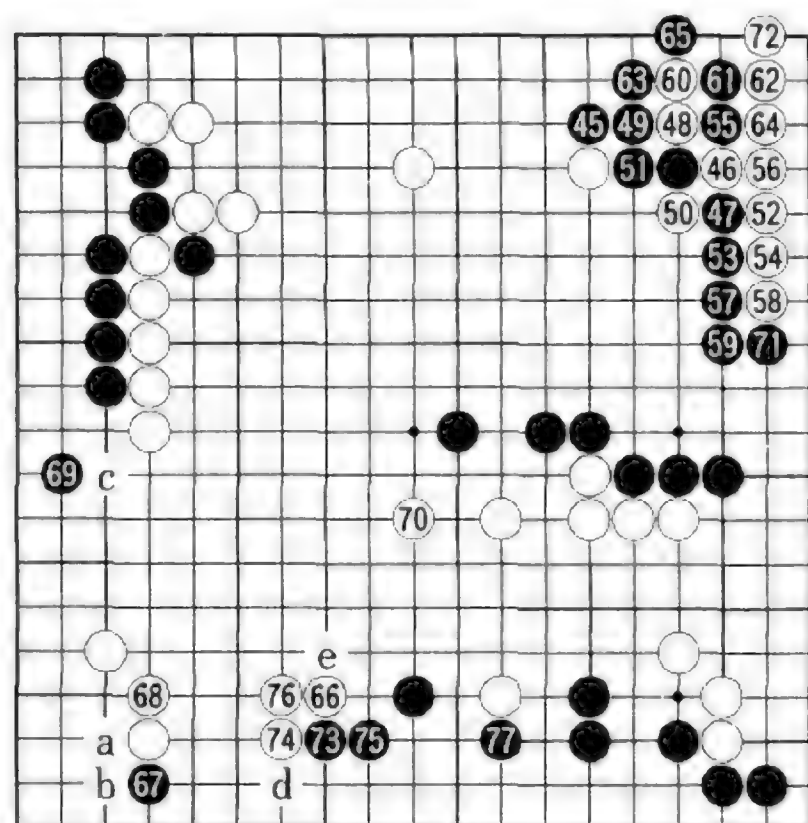
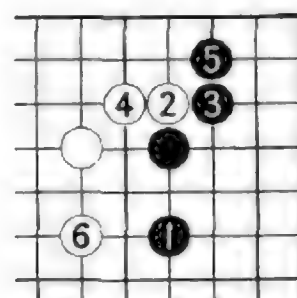
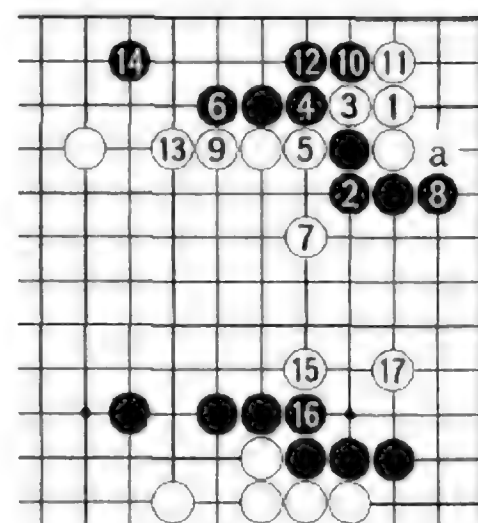


Figure 2 (45 - 77)



Dia. 3

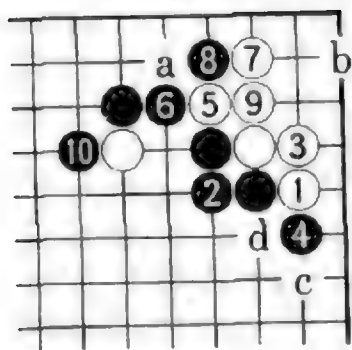


Dia. 4

Figure 2 (45 - 77)

Black 45. Black 1 in Dia. 3, permitting White 2 to 6, is too passive.

White 46 is an interesting move. Sakata criticised the continuation at 48, however, commenting that White should extend at 55. In this case, according to Iwata 4-dan, Black's strongest move is 2 in Dia. 4. If Black answers 3 with 4, White's best policy is to sacrifice the corner stones in order to build up a position on the top with 5 etc. There is a lot of scope for variation in this fight: the sequence to 17 is just one example. Note that White is aiming at playing at 'a' in order to force Black to add extra stones to take the corner white stones off the board.



Dia. 5

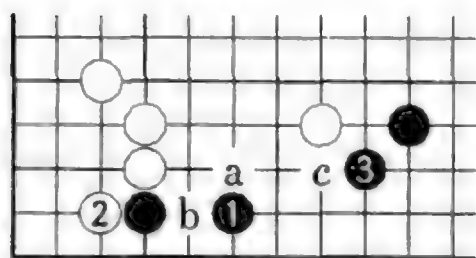
Dia. 5 shows another possibility for White 48. After White lives with 5 to 9, Black will probably play 10. If Black later plays 'a', White must add a stone at 'b', but he could first exchange White 'c' for Black 'd', thus leaving a large endgame play here.

White lives in sente with the sequence to 64, but crawling along the second line like this is painful. White 44 and 50 have been left in the lurch, while Black has been allowed to build up nice thickness. White's only consolation is that he can use his sente to take the excellent point of 66 at the bottom.

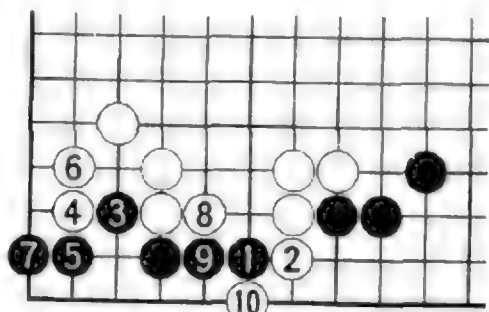
White 68. Answering at 'a' or 'b' is tighter.

Black 69. This should be at 'c'.

Black 73 and 75 are ill-advised, as they waste the potential of 67. Black should omit these moves and simply cross under at 77. He would then still have a lot of potential in the corner, for example, the sequence in Dia. 6. If Black plays 1, White must block at 2, so Black can secure a connection with 3. Alternatively, he could play 1 at 'a'; if White 'b', then Black 'c'.



Dia. 6



Dia. 7

Once White has played 74 and 76, however, Black 1 in Dia. 7 does not work. White can kill Black with the sequence to 10.

White 76. White 'd' if preferable (if Black cuts at 76, White just extends to 'e') — as will be seen later, there is still some aji in the corner.

Figure 3 (78 – 103)

White 80 is an excellent point. Black would have taken a clear lead if he had played here with 79.

White 84 is perhaps the losing move — White has been taken in by Black 83. Instead of docilely defending, White should counter with 1 in Dia. 8; if Black 2, then White 3. Next, capturing with 4

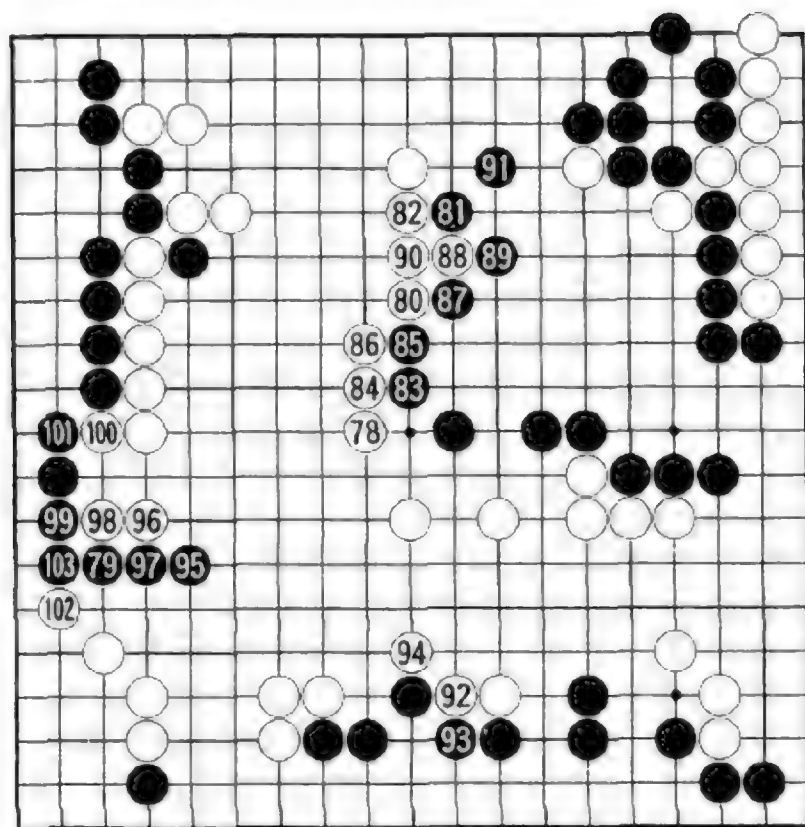
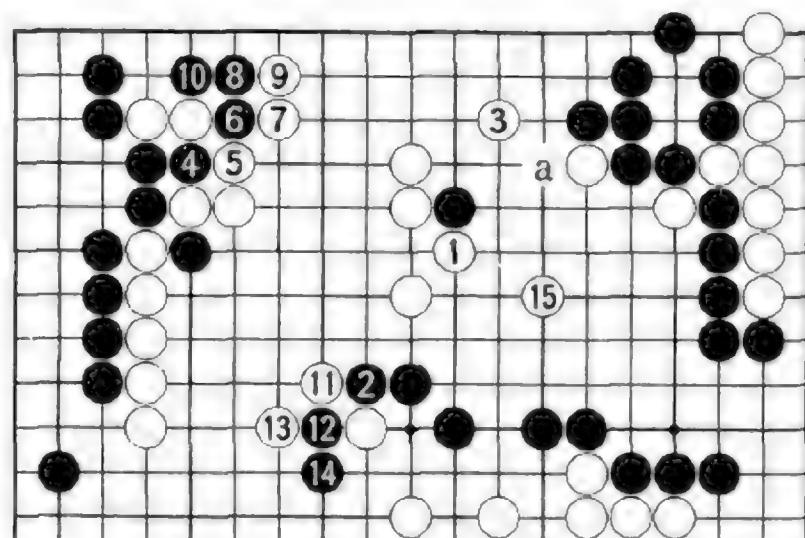


Figure 3 (78 – 103)



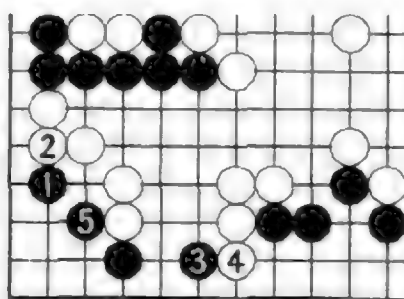
Dia. 8

to 10 is biggest, so White can switch to 11 to slow Black down a little here, then switch to 15 (aiming at 'a' next). There is not very much difference in White's territory, but White makes a substantial reduction in Black's. This sequence would have given White winning chances.

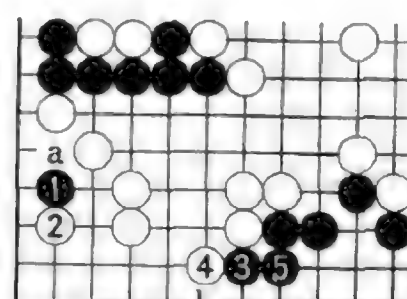
White 102. Despite this forcing move, the corner is still far from safe.

Dia. 9. Black can make a probe at 1. If White 2, Black lives with 3 and 5 (which is why 76 in Figure 2 was bad).

Dia. 10. White will have to compromise with 2. Black can then play 3 and 5, making miai of 'a' and 'b'.



Dia. 9



Dia. 10

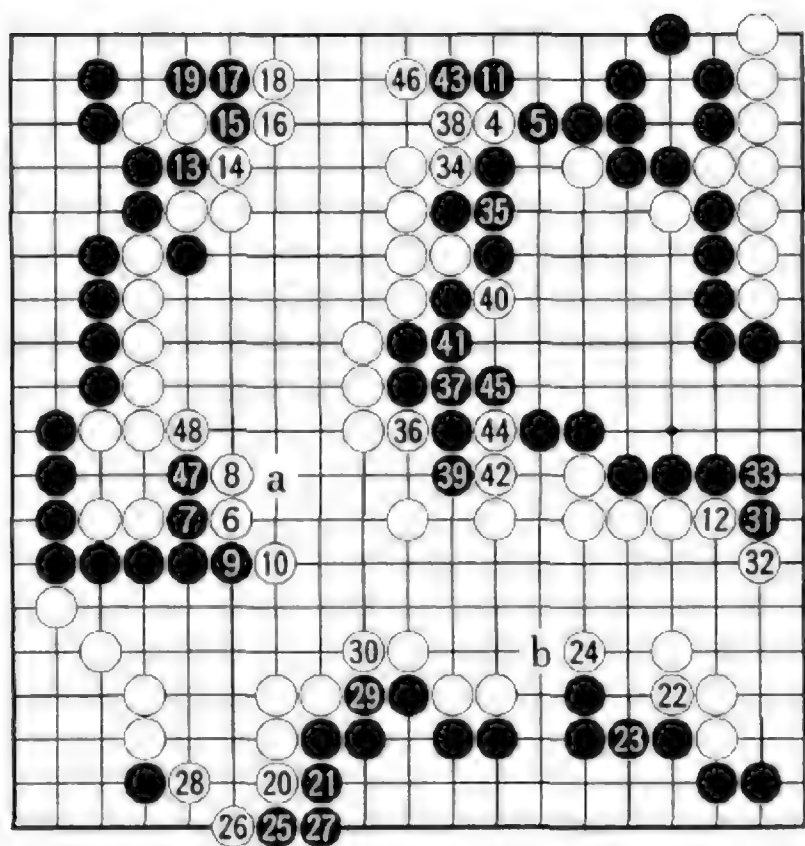


Figure 4 (104 – 148)

Figure 4 (104 – 148)

White 4 is big – compare this to a black move at 46 or 43. White 6 is small, however – defending at 17 (preceded by an atari at 34) is bigger. The best that Black could do on the middle left is to play at 6 himself. White will attach at 8 and Black cannot hane at ‘a’ as White will crosscut.

White 20, eliminating the aji of Dias. 9 and 10, is very big. Answering docilely at 21 is bad for Black – he should jump to 46 at the top.

Black 23 is a mistake. Even if Black ignores White 22, White cannot do anything much here, so Black should play at ‘b’. White 24 makes the game fairly close, but White is still behind.

Black 31. Playing at 46 is still bigger.

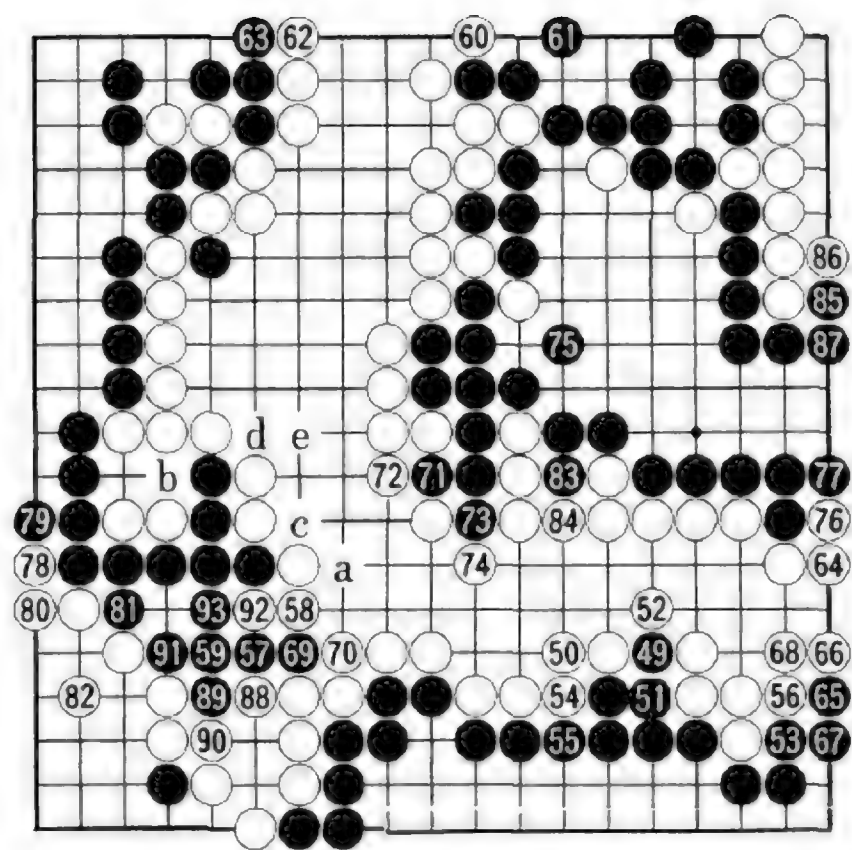


Figure 5 (149 – 193)

Figure 5 (149 – 193)

Black 57. It is better to exchange 81 for 82, then to hane at 58. White must answer at ‘a’; if he blocks to the right of 58, Black can later pick up two stones with ‘b’, thanks to the ataris at ‘c’, ‘d’ and ‘e’.

The final margin in this game was very slight, but actually Black slackened off considerably in the endgame. White got a difficult game with his unsatisfactory result in the top right corner and this became a losing game after he let Black settle the boundaries at the top with the sequence in Figure 3.

Black wins by 2 points.

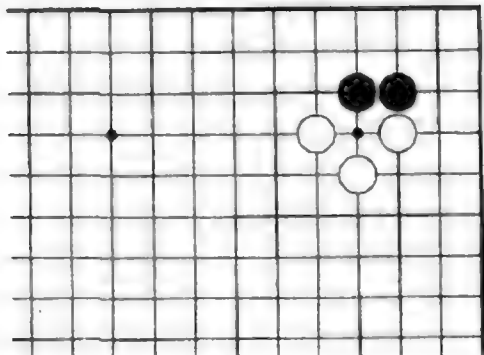


Hasibeder (right) playing Kippe in the third round

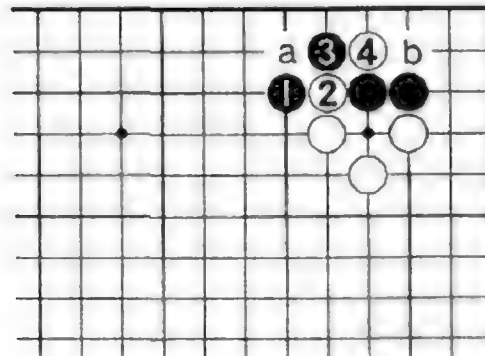
GOOD AND BAD STYLE

Problem: Black to play

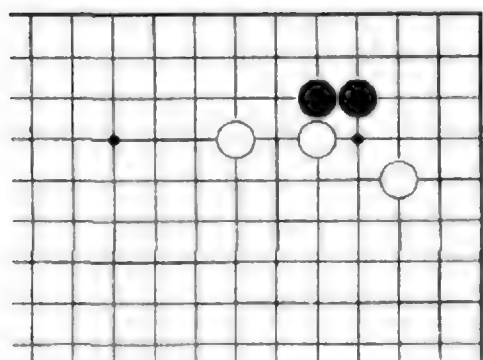
Vulgar style



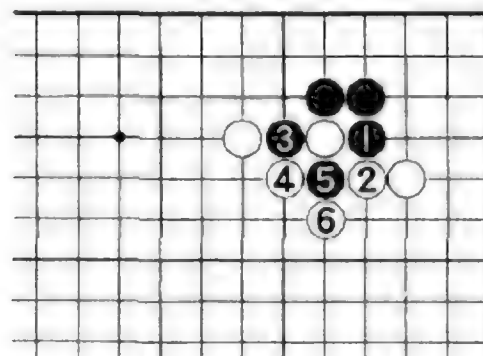
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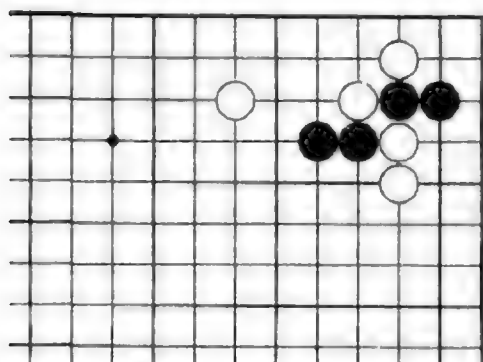
If Black 1, White can aim at playing 2 and 4. (If Black 'a', White takes the corner with 'b'.)



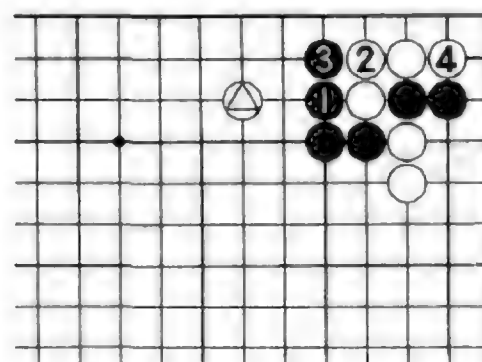
38



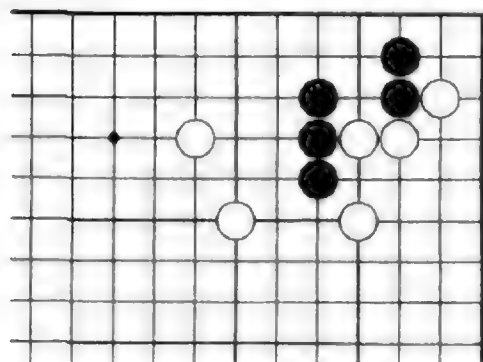
Bluntly pushing through with 1 and 3 only leads to bad shape for Black in the sequence to 6.



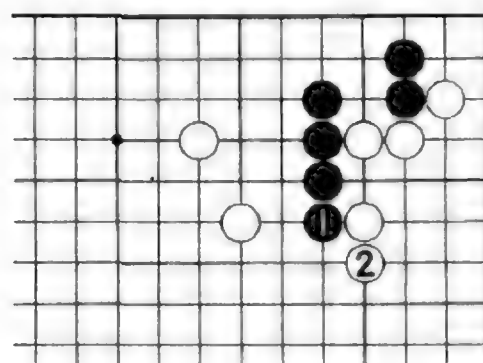
39



The ordinary forcing moves of 1 and 3 are bad style. They have little effect on White $\triangle$.

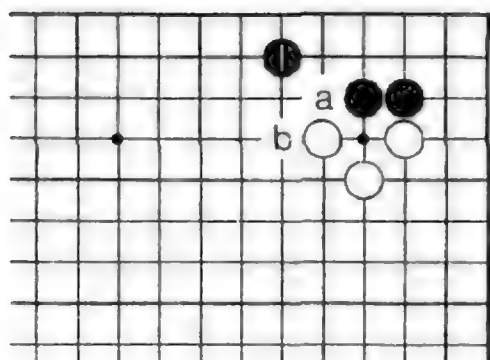


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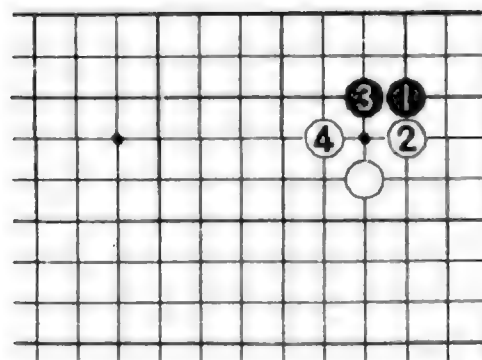


Black 1, giving White a helpful push, is ineffective.

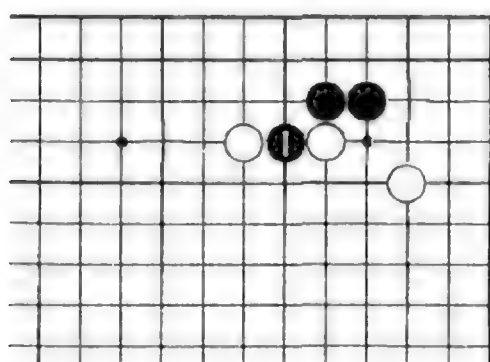
Correct Style



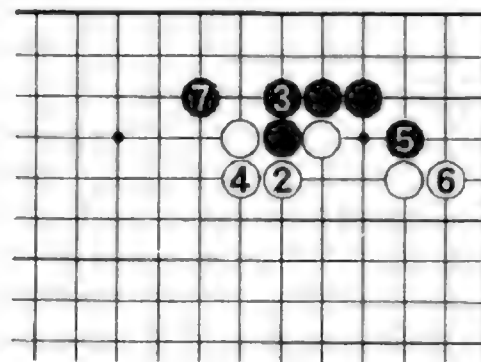
Black 1 is correct shape. Black 'a' is bad as White is happy to play 'b'.



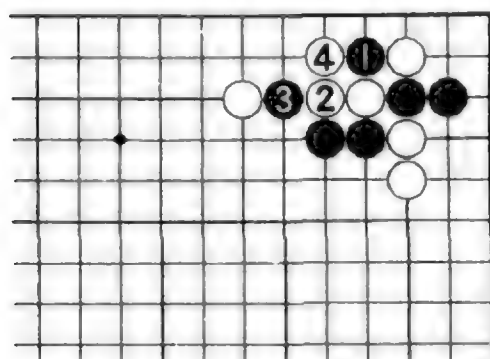
The position comes up in this takamoku (5-4 point) joseki.



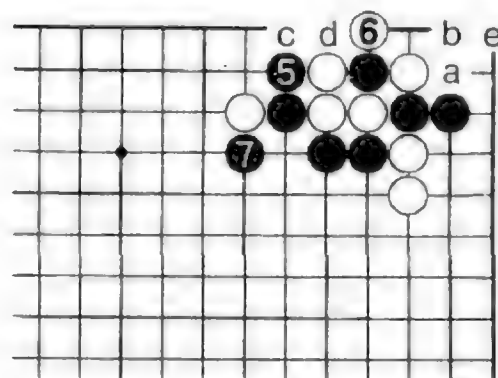
Black should just play the hane-komi of 1.



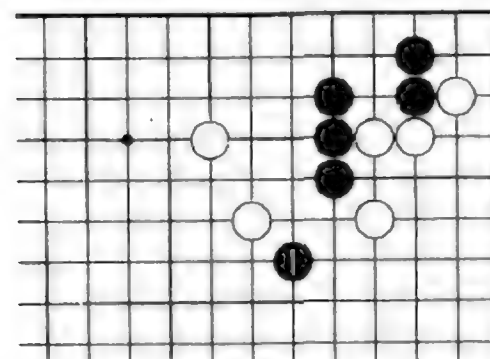
The sequence to 7 is the usual continuation.



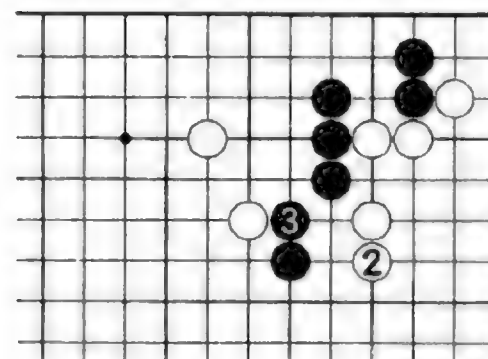
The combination of 1 and 3 is what is called for in this situation.



Black makes nice shape with the sequence to 7 and is also left with a ko in the corner (Black 'a', White 'b', Black 'c', White 'd', Black 'e').



Black 1 is good style.



If White 2, Black backtracks to 3. This way Black makes good shape for moving out.

A Twofold Victory

Akiyama Kenji

Akiyama Kenji is a veteran reporter on the Japanese Go scene. This essay is one of a series published in the Nihon Ki-in monthly 'Go'.

In this essay I'd like to write about the way professionals go over their games.

Once a game is over, it is customary to devote some time to an exchange of opinions. It is not the done thing just to nod goodbye to your opponent and then take off. The players invariably review the game. There is no rule making this compulsory, so you could make a quick getaway if you wanted to. Look at it from the point of view of the players, however. There is an irresistible temptation for the loser to find a way that he would have won, while the winner can be magnanimous enough to indulge this wishful thinking. I'm sure this applies to all players, not just professionals.

When the Nihon Ki-in was at Takanawa (until 1971), all-night sessions were common. They are not so frequent at Ichigaya, but players still sometimes find that dawn has taken them unawares. What better opportunity for study could there be than when several players gather for a lively exchange of opinions? Of course the players do not necessarily reveal their real opinions. What with their probing each other and trying to take each other in, they are in a sense already making a start to the next game. This is perhaps one point where they differ from amateurs.

The weak and the strong

Just as in the game itself, there are some players who are stronger than others at the post-game analysis. Iwamoto Kaoru 9-dan is perhaps representative of the weak players. Actually 'weak' is not the word — he does not even engage in post-game analysis. When the game is over, he immediately tidies away the stones, places the bowl on the board, politely thanks the opponent, then lightly slips away. When you consider that one of the main roles of the post-game analysis is to distract your mind from the mortification of losing, then Iwamoto must leave his opponents doubly frustrated by depriving them of this opportunity to relieve their feelings.

Hashimoto Uataro 9-dan also has a reputation

for weakness at the post-game analysis, especially when he wins. Hashimoto docilely agrees with whatever the opponent says — yes, if you'd played that way, I'd have lost. It is standard practice for the winner to be 'weaker' than the loser in the post-game analysis, but when it reaches this extreme, the opponent must lose his enthusiasm.

Takagawa, Honorary Honinbo, and Sugiuchi 9-dan are among other weak players *after* the game, according to my observation. In contrast strong players are legion. These players hold fast to their own opinions and obstinately maintain their point of view by going through all sorts of variations. Rin Kaiho is strong in the post-game analysis — or rather he is fond of it. Once you become involved in going over a game with Rin, you can forget about making the last train home.

A typical scene one day at the Ki-in...

The game has finished and the analysis has begun. At this point Kajiwara 9-dan, in his element now, shows his face. Young professionals, hoping to hear some vintage Kajiwara, gather around.

'Eh? White extended here? Never seen such a slack move. Wouldn't play here in a hundred years. The hane's the only move. What did Black do then? What — pushed up?'

This is how it goes. In the end —

'I can't bear to look at the Go of you imbeciles.'

With these parting words, Kajiwara makes his departure. However, he soon reappears.

'But didn't you go home?'

'Uh, but the trains have stopped running.'

And with that the analysis is on again.

Winning the game and the analysis

Kobayashi Koichi 8-dan is famous for his fondness for analysis. Once, when another player who had joined in just wouldn't accept his opinion, he exclaimed:

'Why can't you see it? If you won't believe me after all my explaining, the only thing is to play it out. How about it?'

Naturally the other player had to accept the challenge.

Kato Honinbo and Sakata 9-dan are also noted for their post-game analysis. When these two clashed in a title-match, the sessions after the

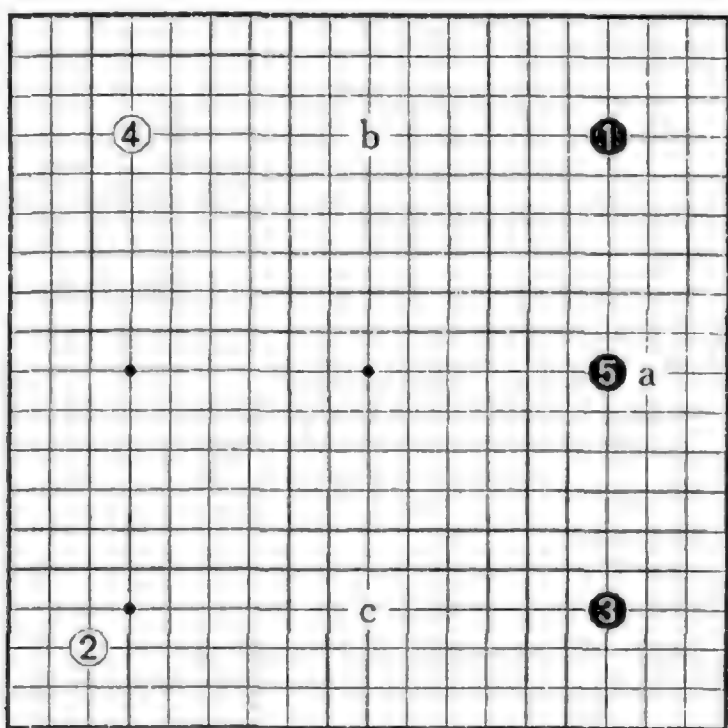
Continued on page 63

How to Improve at Fuseki (6)

Kato Honinbo

Sanren-sei (i)

Before I moved on to my recent favourite, the Chinese-style fuseki, I played nothing but the sanren-sei (three star-point stones in a row) pattern for a couple of years. I took it up about the time that I challenged Sakata for the Nihon Ki-in Championship (1974) until about two years ago and quite often I also played it with white. I have also tried it out again recently, for example, in this year's Judan title match with Rin.



Dia. 1

Dia. 1. Black 1, 3 and 5 constitute the sanren-sei pattern. It was invented in the New Fuseki period of the 1930's and was first played by my teacher, Kitani Minoru. It has enjoyed popularity ever since and is one of the representative patterns of twentieth century Go.

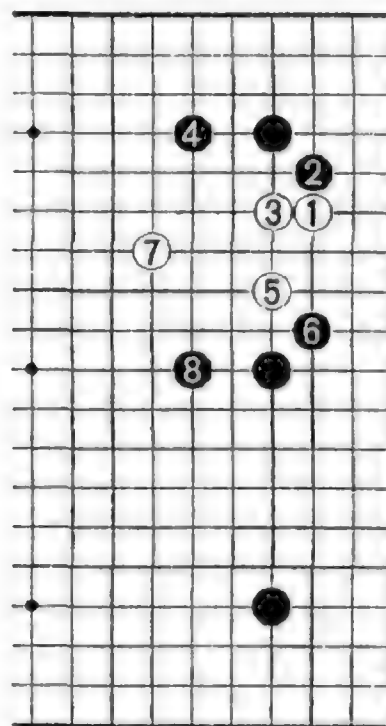
The main characteristics of the sanren-sei are speed and influence. The theory of this pattern is not particularly difficult and in most cases fighting starts immediately, so it is an excellent pattern for experimentation. Another advantage is that once one has decided to play the sanren-sei, White cannot prevent one from going through with it. If White makes a splitting move at 'a' instead of 4 in Dia. 1, Black just occupies the top left corner, clearly getting a favourable result.

Black gets ideal shape if he can follow up after his sanren-sei with moves at 'b' and 'c'. White

naturally will try to prevent this.

White's approach move

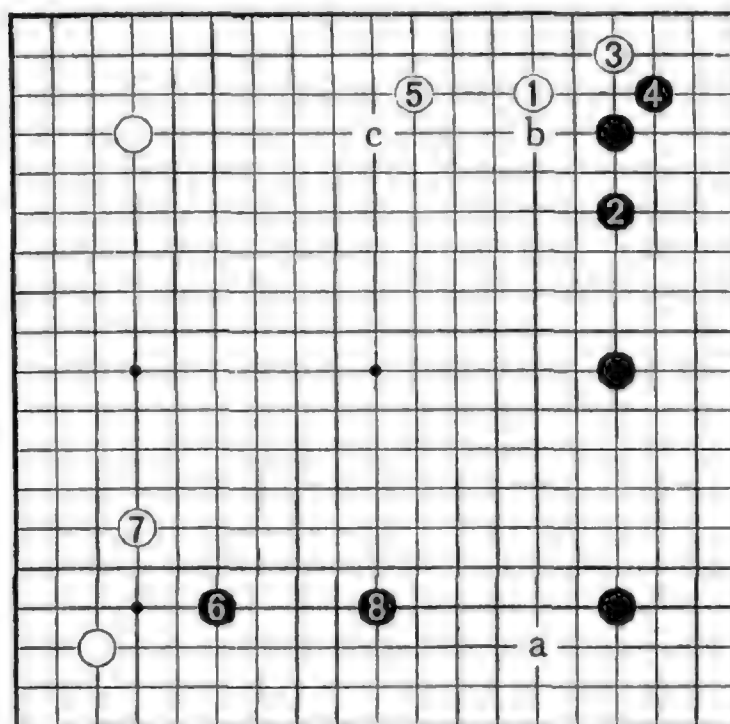
White usually continues with an approach move against a corner stone. However —



Dia. 2

Dia. 2. White must not play on the narrow side at 1. After 2 and 4, Black attacks by taking away White's base with 6. White obviously should avoid getting in such a difficult position so early in the game. Black could also omit 6 and simply jump to 8. The conclusion is that White should only approach at 1 in very special circumstances.

This leaves White with only one choice.



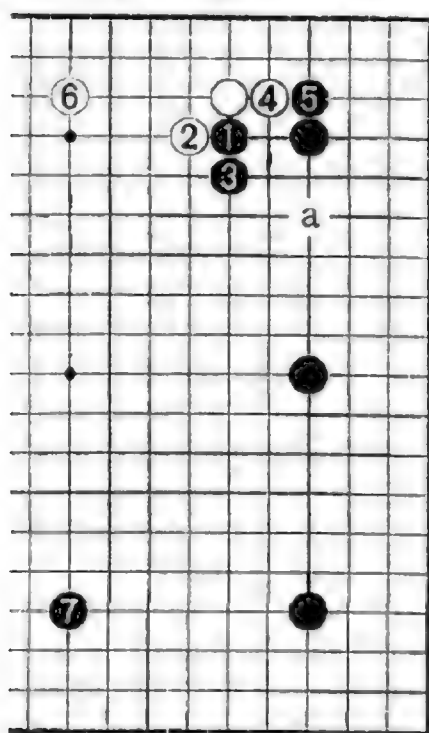
Dia. 3

Dia. 3. White 1 is the only move (White 'a' is much the same). Black has various responses: simply switching elsewhere (treated in the next instalment of this article); attaching at 'b'; countering aggressively with a pincer; and jumping to 2 here. The aim of this article is to help the reader discover his own preference from among these four.

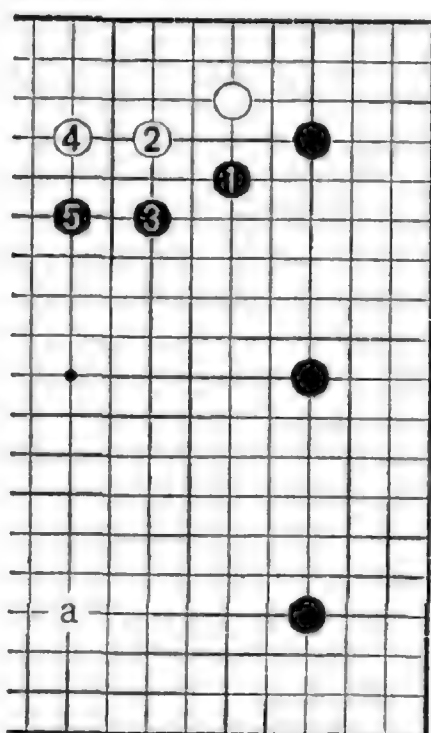
If Black answers peacefully at 2, the joseki sequence to 5 follows. White can of course just play at 'c' with 3.

Black 6 to 8 will probably follow. This is a fairly leisurely pattern for the sanren-sei and is often seen in professional games. I would imagine, however, that many of my readers would prefer to play more aggressively in the top right corner.

Dia. 4. The tsukenobi (attach-and-extend) pattern of 1 and 3 is also quite natural. Creating influence here makes a useful contribution to building up Black's right side moyo. In handicap games playing Black 'a' after the sequence to 6 is regarded as a joseki, but in even games it can be dismissed as a bad move. Taking up position with 7 is the usual move. This result is not bad for Black and would give a reasonable game, but it is not seen very much in professional play. The reason is that Black does not like letting White solidify his position.



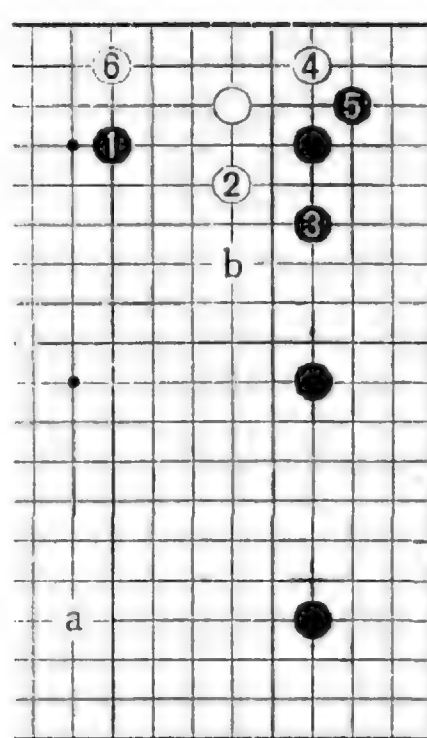
Dia. 4



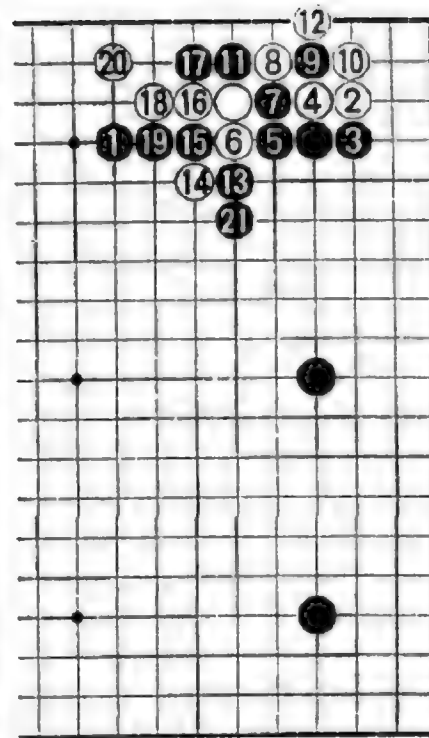
Dia. 5

Dia. 5. Charging at 1, like a samurai brandishing his sword in the air, is an aggressive approach. If White 2, Black keeps up the pressure with 3 and 5. This large-scale strategy is particularly effective when Black has a stone at 'a'. One cannot deny, however, that letting White make territory is a drawback.

Dia. 6. The most popular pincer is the two-space pincer at 1. The continuation to 6 is the



Dia. 6

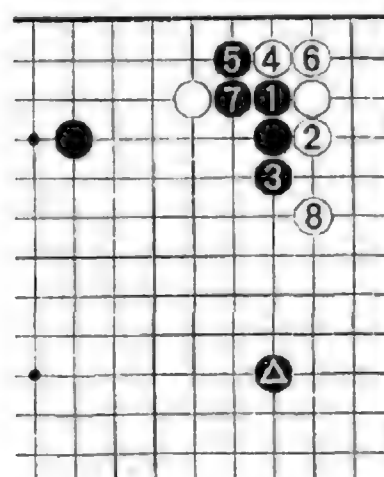


Dia. 7

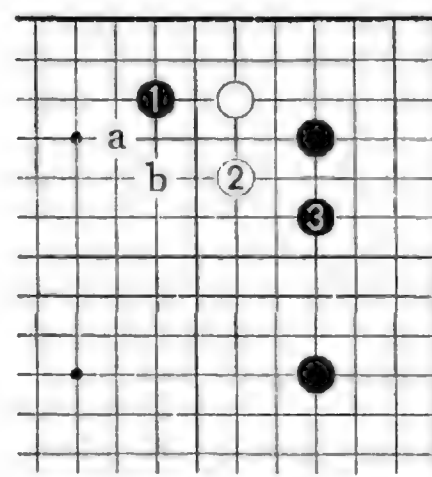
basic joseki. Black's aim is to play at 'a', then to build up his position with 'b'. The converse is that White 'b' is an excellent move which flattens out Black's sanren-sei position while also expanding White's moyo at the top.

Dia. 7. Entering at the 3-3 point with White 2 may seem to be just what Black wants, but all the same it is a reasonable move. Black 3 is the only move if Black is to realise the full potential of his sanren-sei; the well-known joseki to 21 follows. Black is satisfied with the division of profit for White and influence for Black.

Dia. 8. Black must block at 3 in Dia. 7. If he blocks at 1 here instead, Black loses all its effectiveness after the sequence to 8 and the influence of the sanren-sei disappears without a trace.



Dia. 8

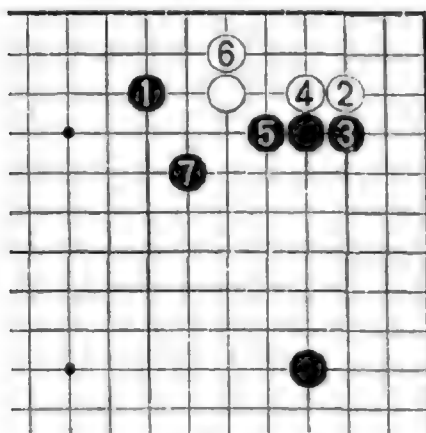


Dia. 9

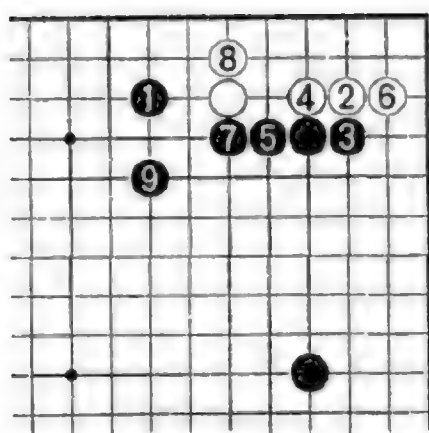
The one-space pincer

Five or six years ago, the sanren-sei became explosively popular. One of the sources of this popularity was the one-space pincer, 1 in Dia. 9.

Dia. 9. If White answers 1 at 2, Black jumps to 3. White can continue with 'a' or 'b', but this pattern is not seen much in professional play, as



Dia. 10



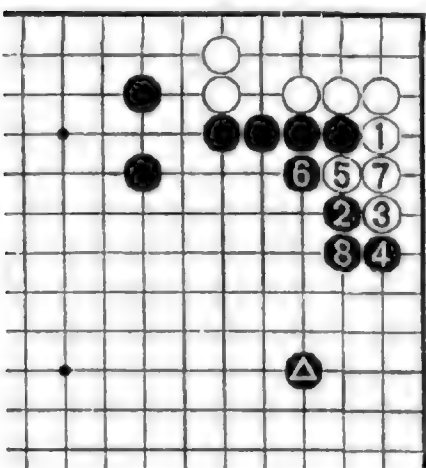
Dia. 11

White has too little substance.

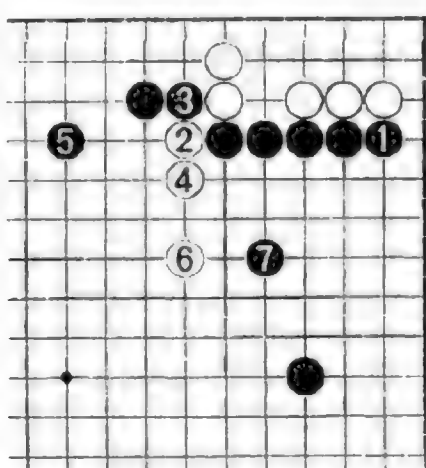
Dia. 10. The standard answer for White is invading at 2. Black must block at 3. Black is satisfied with the joseki sequence to 7.

Dia. 11. White can also descend at 6. The sequence to 9 is a joseki, but from a professional point of view, this result is a little unsatisfactory for Black. The reason —

Dia. 12. White can turn at 1, though he may not do so immediately. Black answers at 2, whereupon White can also play 3 in sente. Black ▲ ends up over-concentrated, as it is too close to Black's solid wall; it should be one space further away.



Dia. 12

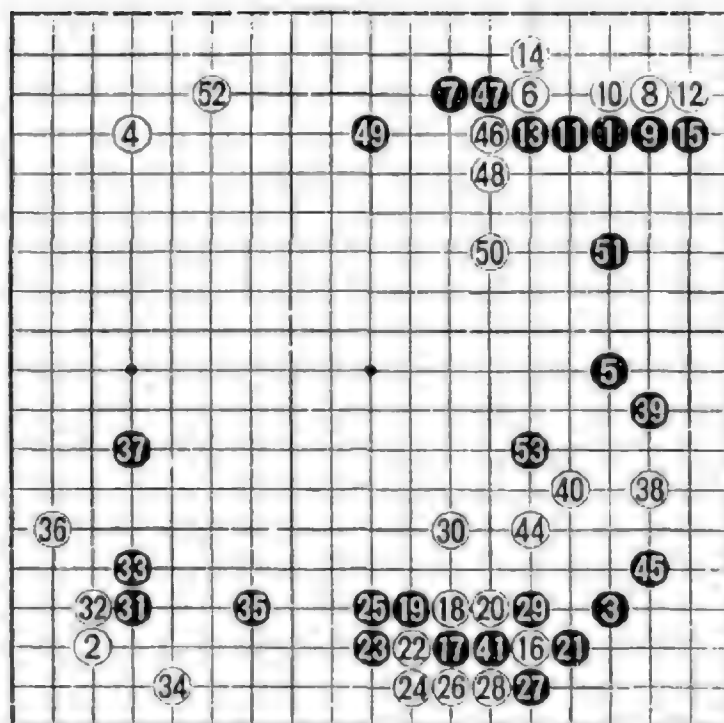


Dia. 13

Dia. 13. For the above reason Black switched 9 in Dia. 11 to 1 here. This kind of tight, territory-oriented move is typical of modern Go. Behind the great popularity of the sanren-sei was the one-space pincer and behind the one-space pincer was this blocking move at 1.

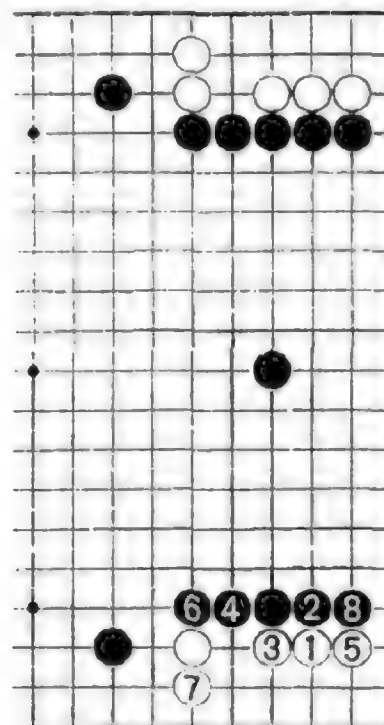
White's subsequent aim in this position is to make the hane at 2. At this stage Black is untroubled, as he can answer with 3 to 7.

Dia. 14. (White: Takagawa; Black: Kato; 1974 Meijin prelim. round). This is a representative sanren-sei game (note: it was also analysed by Takagawa in 'The Mobility of the Star-point', *Go Review*, Spring to Autumn, 1976). Our joseki appears in the top right corner, then Black again



Dia. 14 42: captures; 43: recaptures

makes a one-space pincer at 17. Black hopes for the same pattern as at the top. That is —



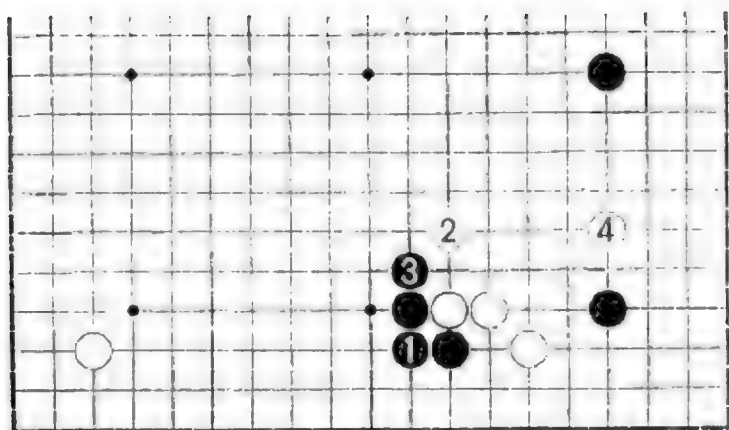
Dia. 15

Dia. 15. If White invades at 1, Black plays 2 to 8 and gets an ideal moyo on the right side. He may be biased too much to the side, but the depth of his moyo makes up for this.

White therefore switched to 18, which is a less common joseki. Instead of 21 —

Dia. 16. I also considered connecting at 1, but White continues with 2 and 4, which is a little painful. Black creates thickness with 1 and 3, but White's 3—3 stone on the left is in an ideal position. If Black plays 3 at 4, White gets excellent shape by playing 3.

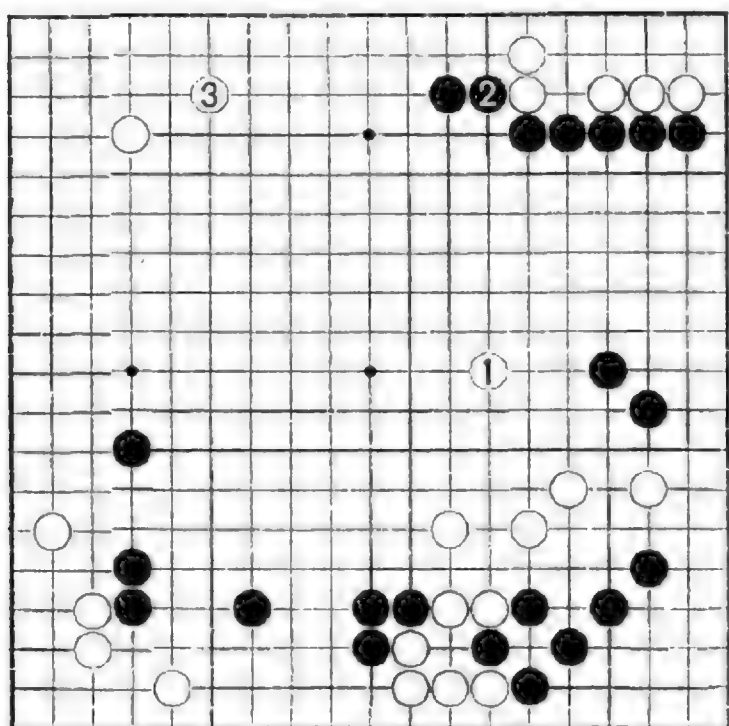
Black attacked at 21, then took away White's eyespace with 27 and 29. White could have lived by playing 30 at 41, but this seemed a little too tight.

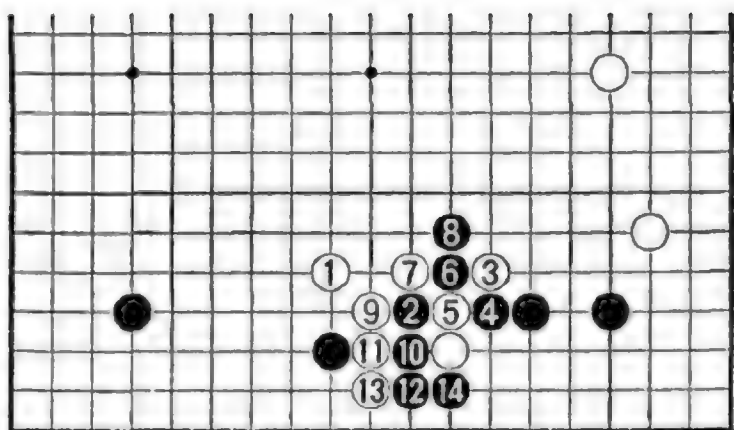


Dia. 16

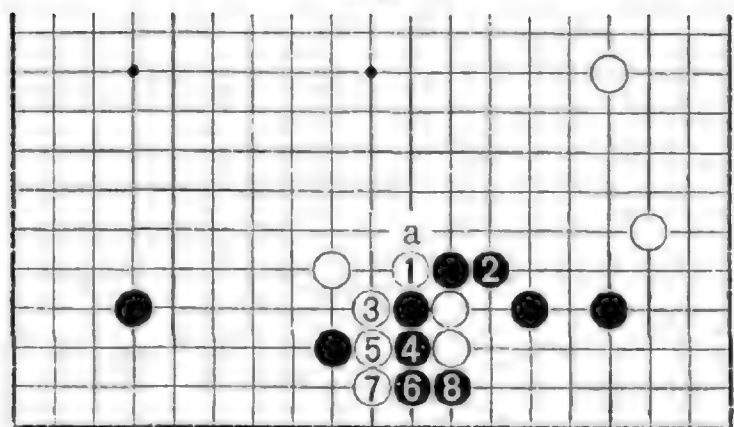
Black 31 to 35 was the correct continuation. Black 37 was a slack move, however; Black was too faithful to the joseki. He should have attacked White's eye-space with the sequence Black 41, White takes two stones, Black recaptures. If Black had made this severe attack, White would not have had time to reduce Black's side by invading at 38.

Black finally attacked with 41 — better late than never. Black 45 was the vital point for both sides for securing a base. For 46 —

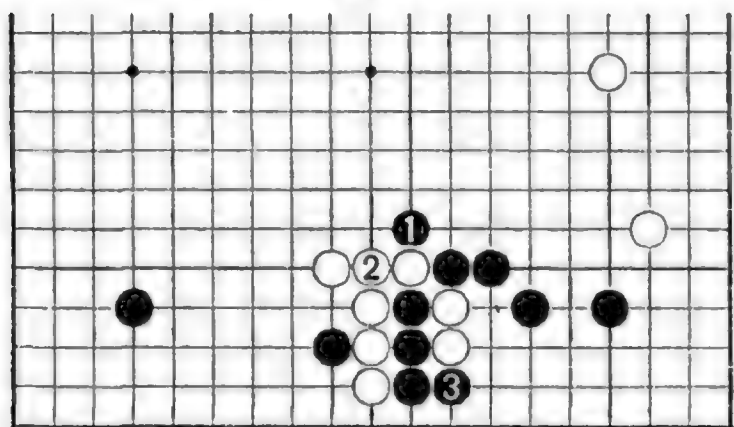




Dia. 3



Dia. 4



Dia. 5

does not give atari at 'a' before turning at 8.

Dia. 5 (what Black wants). Black would like to be able to force with 1 before turning at 3, but White will not necessarily answer at 2.

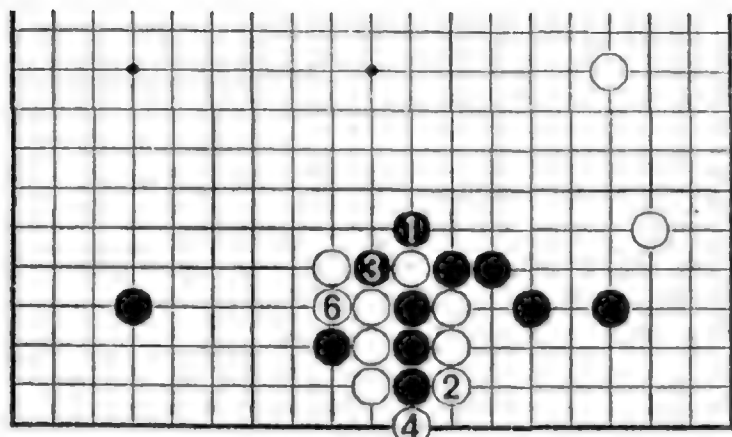
Dia. 6 (thickness for Black). Black must not overlook the fact that White can switch to 2 here. Black must take at 3, so White crosses under with 4. Black gains adequate thickness in the result to 6, but he should just bear in mind the possibility of this variation.

Dia. 7 (the diagonal jump). The diagonal jump to 2 is a measure often employed by the stronger player to settle his stones.

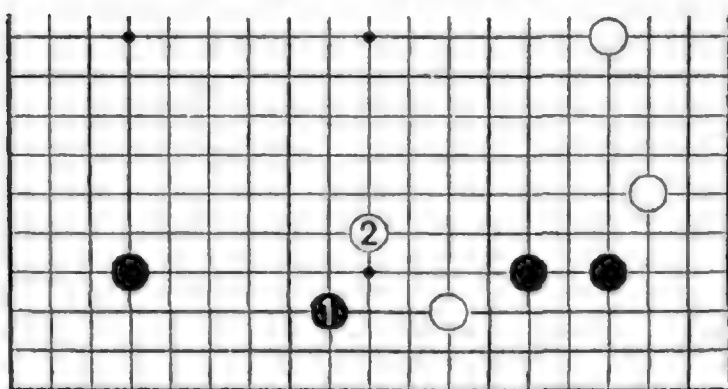
Dia. 8 (steady). Black 1 is the correct answer; it not only prevents White from pressing at 1 but also aims at pressing at 'a'. If White 2, Black plays 3, urging White to play 4, then jumps out at 5. If White plays 2 at 4, Black jumps out at 'b'.

Dia. 9 (the contact play). Black can also answer $\triangle$ with the contact play at 1. Black can continue peacefully with 3 and 5, securing profit at the bottom left, then if 6, jump out at 7.

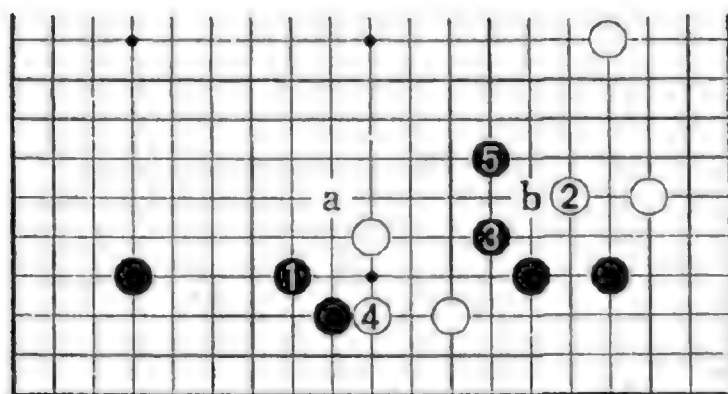
One may feel dissatisfied with this peaceful sequence, especially with letting White connect at



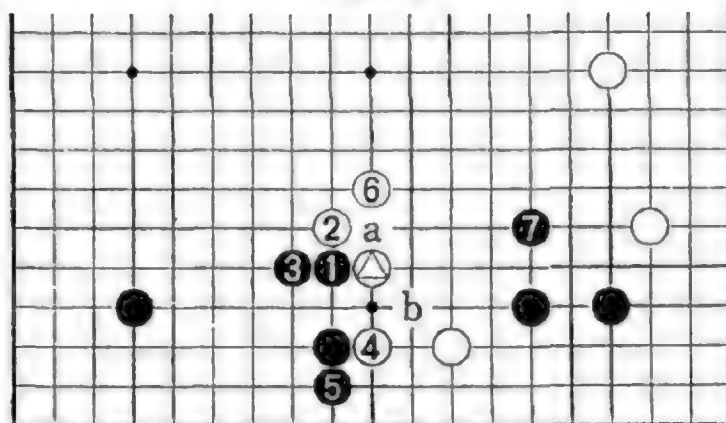
Dia. 6 5: connects



Dia. 7



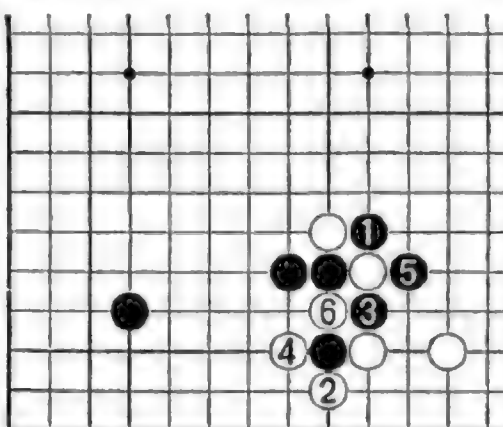
Dia. 8



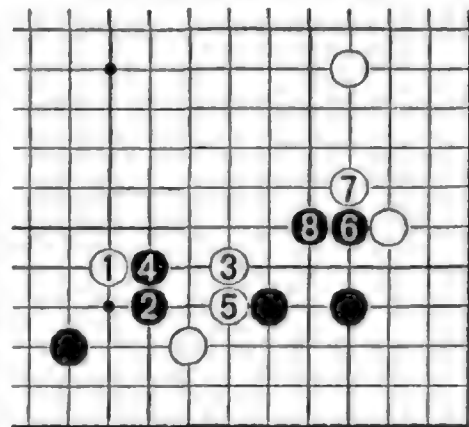
Dia. 9

6. Actually fighting spirit calls for one to cut at 'a' with 5, while beginning with 1 at 'b' is also quite feasible.

Dia. 10 (rival ponnikis). If Black cuts at 1 instead of 5 in *Dia. 9*, White must hane at 2, so both



Dia. 10

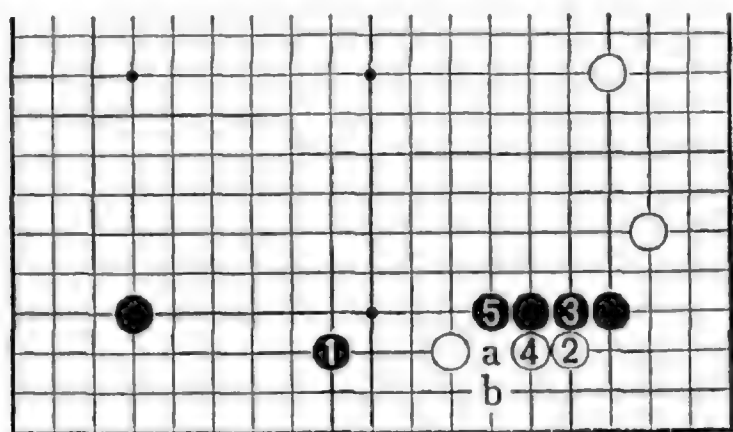


Dia. 11

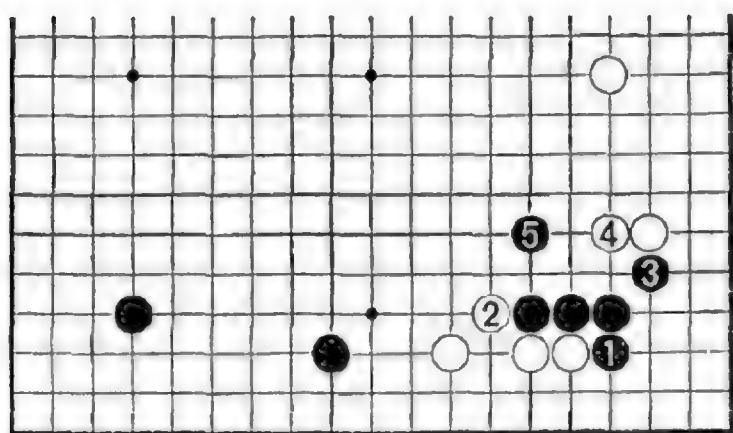
sides make a ponnuki. Since Black's ponnuki is facing the centre, however, its influence is far greater than White's.

Dia. 11 (aggressive tactics). If Black cuts through the middle of White's diagonal jump with 2, White dodges to 3. After the 4-5 exchange, Black makes a diversionary attack on White with 6 and 8 and moves out into the centre. Black is doing well.

Dia. 12 (the peep). Peeping at 2 is another option for White in response to Black's pincer. The solid connection at 3 is the best answer. Black 5 is now a crucial point; White's position would be greatly strengthened if he were allowed to hane at 5. The virtue of Black 5 is that Black can now aim at exploiting the defects in White's position by making the exchange Black 'a', White 'b'.



Dia. 12

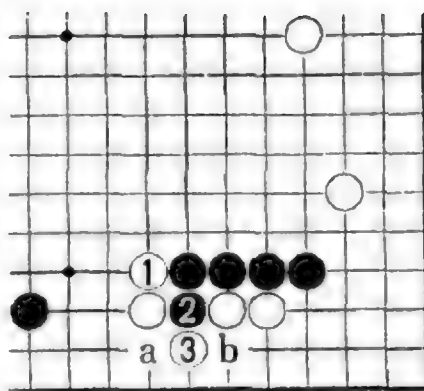


Dia. 13

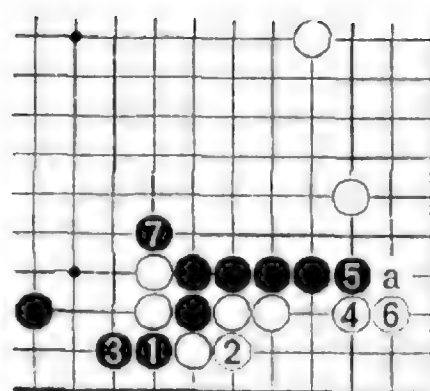
Dia. 13 (slack). In handicap games with a lot of stones, concern for his corner may tempt Black to block at 1. White immediately hanes at 2, so Black continues with 3 and 5. Black's position is certainly solid, but this approach is too negative – it would only be appropriate in exceptional circumstances.

Dia. 14 (the cut). If White continues after Dia. 12 by pushing up at 1, Black exchanges 2 for 3, creating defects at 'a' and 'b'. On which side would the reader cut?

Dia. 15 (imposing). First let's look at the cut on the left side. If White tries to save his stones by connecting at 2, Black pulls back at 3. White



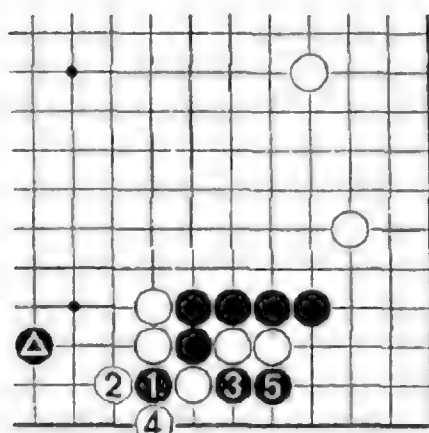
Dia. 14



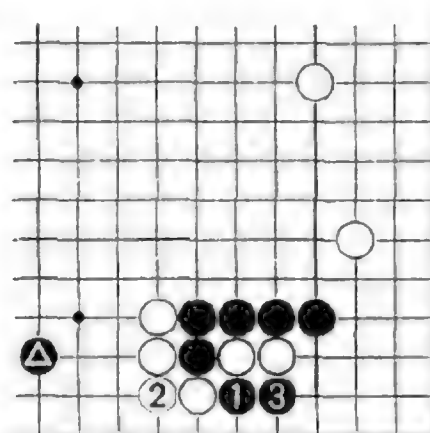
Dia. 15

then seeks life with 4 and 6. Blocking at 'a' would be a big move for Black, but capturing the two white stones with 7 is the key point of the overall position. This gives Black magnificent outward influence. The reader can confirm for himself that the two white stones cannot escape.

Dia. 16 (unsatisfactory for Black). According to the proverb, one should capture the cutting stone, so White 2 is the usual move. Black captures two stones with 3 and 5, but the strength of White's ponnuki robs Black's pincer ▲ of all its effectiveness, so Black is dissatisfied. Consequently –



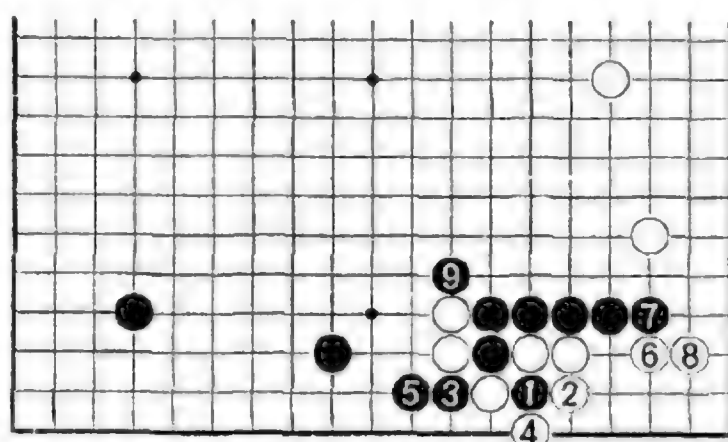
Dia. 16



Dia. 17

Dia. 17 (favourable for Black). Cutting on the right with 1 is correct. If White connects at 2, Black is now happy to take the two stones with 3. White's four stones do not yet have any eye-shape, so Black ▲ has lost none of its effectiveness as a pincer. Black is quite happy with this result.

Dia. 18 (controlling the game). Once again following the proverb by capturing the cutting stone with 2 is the usual move. We get a similar result to

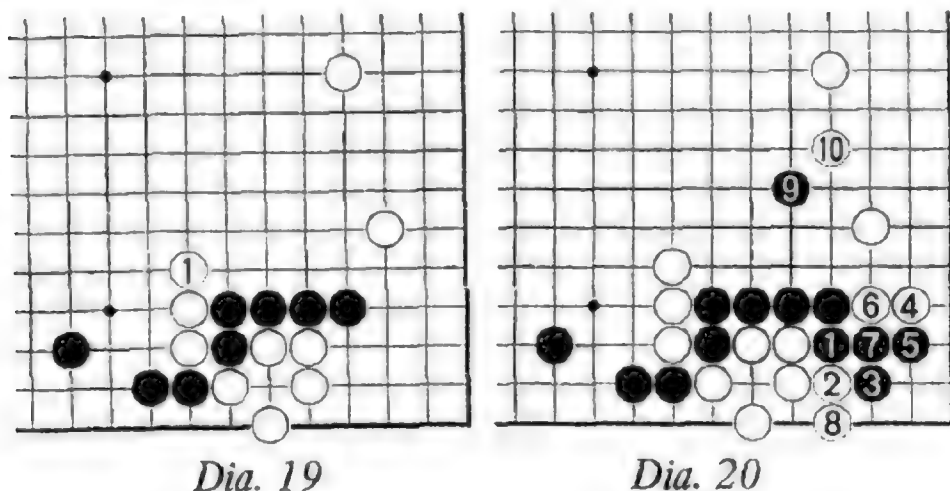


Dia. 18

Dia. 15, with White taking profit in the corner while Black cuts off and captures two white stones. This is good for Black.

However, White may omit 6 and 8, as White 4 guarantees life for these stones.

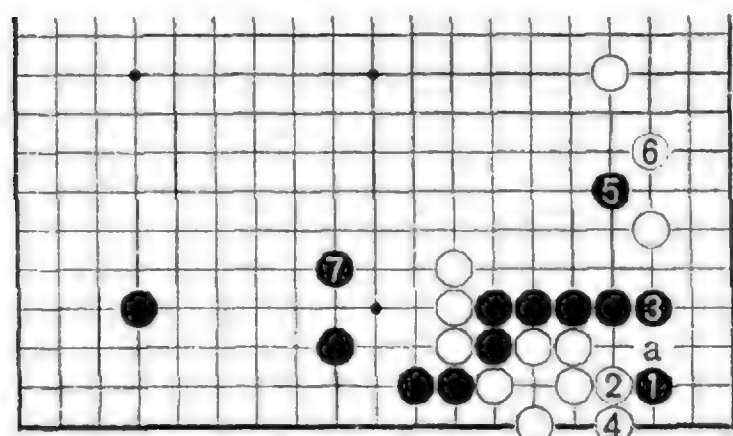
Dia. 19 (White extends). Instead of playing in the corner, White may make the solid extension to 1. How should Black counter this?



Dia. 20 (not enough). If Black attacks with 1 and 3, White forces with 4 and 6 before living with 8. This is not good enough for Black. White will also be happy with the 9–10 exchange.

Dia. 21 (Black in the lead). Black 1 is a good move which forces White 2. Black continues with 3, a move which affects the white stones above and below. Usually Black would play 3 at 'a', but in this case 3 is more effective. White is forced to play 4, so Black can continue with the strong move of 5. If 6, Black switches to 7, attacking the three white stones while also expanding his bottom left area.

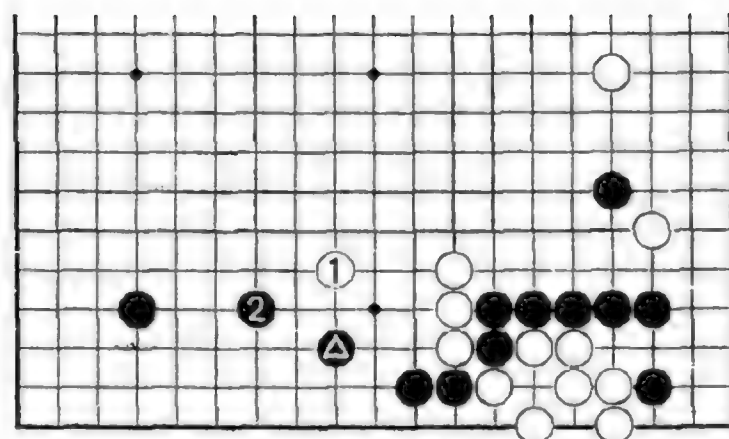
If White dislikes this result, instead of 6 –



Dia. 21

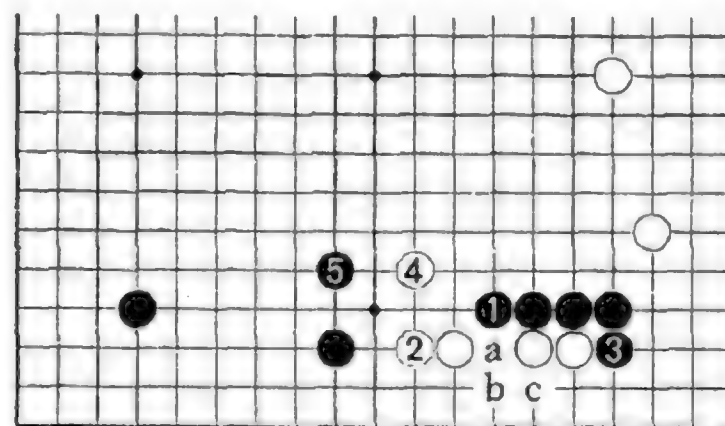
Dia. 22 (favourable for Black). He may switch to White 1. Needless to say, Black is more than happy to follow the proverb – 'answer the capping move with the knight's move' – and defend at 2. Once again we have seen an excellent demonstration of the effectiveness of the pincer, Black ▲.

Dia. 23 (the solid extension). White may ex-



Dia. 22

tend solidly at 2 in order to reduce the effectiveness of Black 'a'. In this case simply blocking at 3 is good enough. White's shape is not yet perfect, as the aji (potential) of Black 'a'–White 'b'–Black 'c' still remains. For the moment, however, Black can forget about trifles; expanding his territory at the bottom left by jumping to 5 is good enough.



Dia. 23

('Igo Club', July, August, 1978)

News in Brief (Continued from page 4)

26th Oza title. Ishida Yoshio and Rin Kaiho will meet in the final to decide the challenger to Kudo Norio, holder of the Oza title.

Takemiya's TV win. In the final of Channel 12's Haya-go Championship Takemiya Masaki 9-dan defeated Fujisawa Shuko, thus achieving his first victory in a TV tournament.

Promotion record. Sonoda Yuichi of the Kansai Ki-in has set a new speed record for promotion to 9-dan. Sonoda reached 9-dan on the 20th September, ten years and five months after he became shodan. This eclipsed the previous record, set by Hashimoto Shoji, also of the Kansai Ki-in, of eleven years seven months. Ironically Sonoda was not even aware that he had achieved promotion until another player checked the records and pointed it out to him.

1978 N. Z. Championship. The new N. Z. champion is Graeme Parmenter of Dunedin, who

Continued on page 59

Professional Endgame v. Amateur Endgame

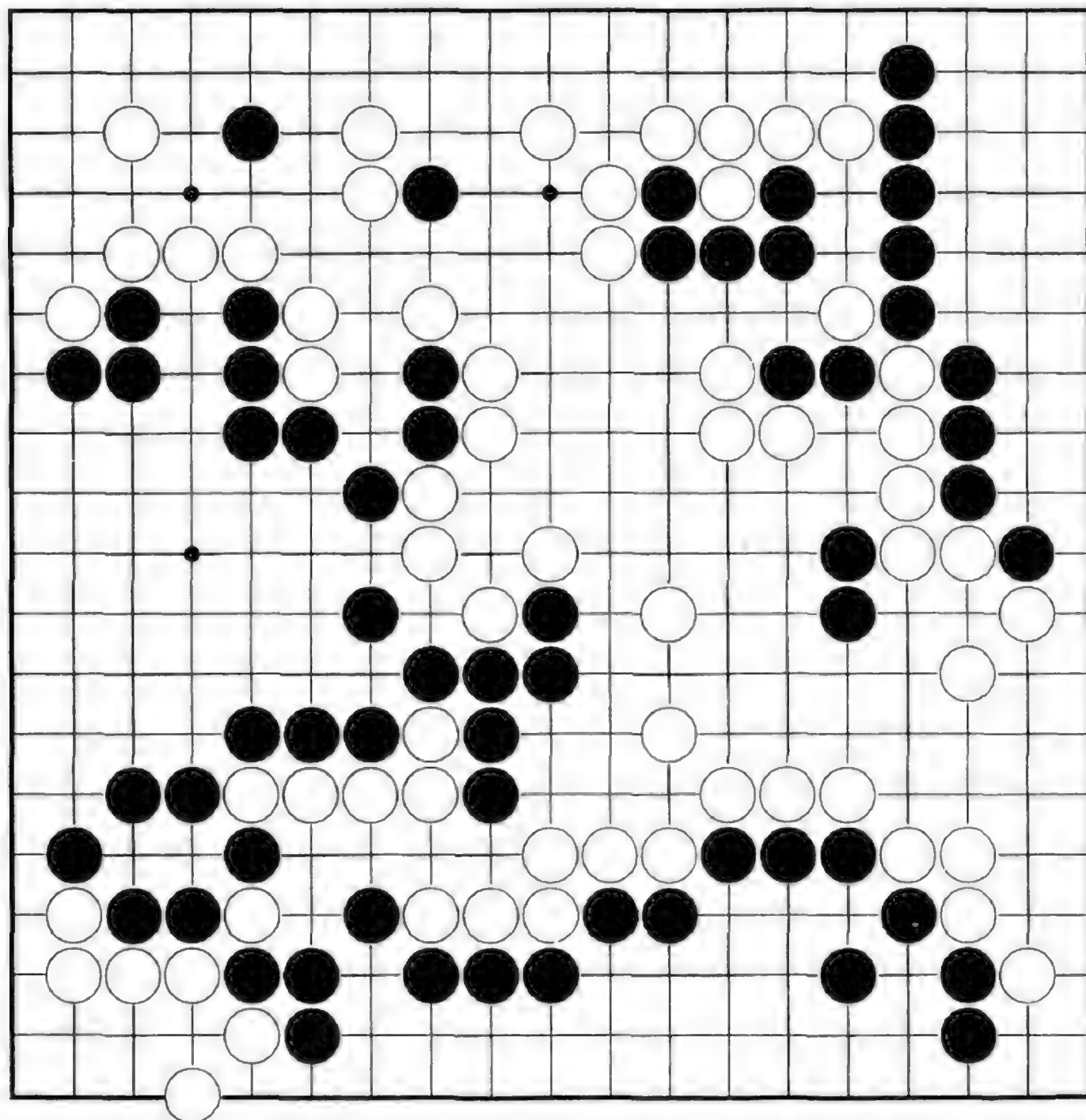
Purpose: To see just how much stronger a professional is than an amateur in the endgame.

Procedure: Starting from the position below, three players make two independent runs to the end of the game. White is the same professional both times, but Black is another professional in the first run and an amateur in the second. The point of the competition is not who wins each run, but how much better the professional black does than the amateur.

The Players:

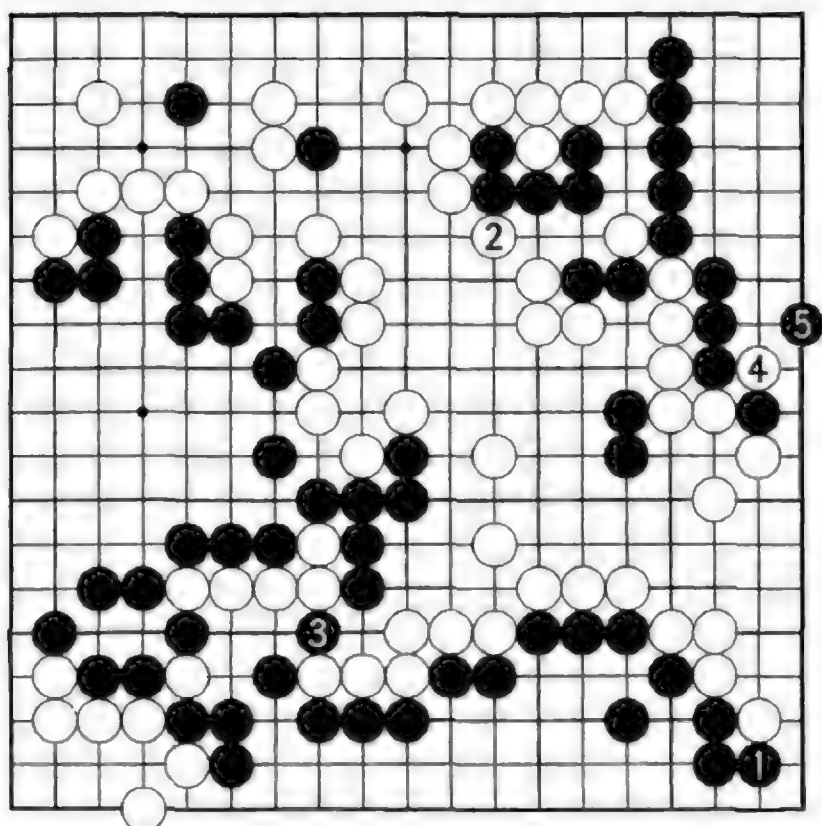
	Professional White	
	Ota, 7-dan	
Professional Black		Amateur Black
Endo, 6-dan		Takama, 3-dan

Challenge: Find an opponent and play the game out yourself before reading the article, then compare your performance with that of the players above.



*Starting Line: Black to play
No prisoners have been taken*

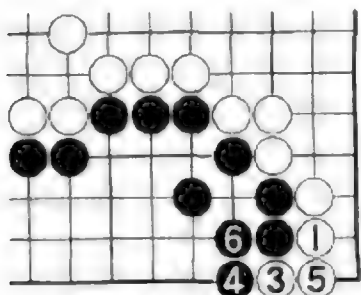
ROUND 1



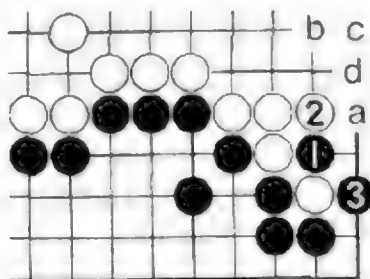
Amateur-Pro (1 – 5)

The starting line for this game was laden with opportunities and needed careful handling of both tactics and timing. Takama, as we shall see, did quite well. Could the reader have matched him?

Takama began the amateur-pro run with a big move at 1. The difference between it and Dia. 1, where White can follow with 3 and 5 in sente, is roughly thirteen points. This figure comes from



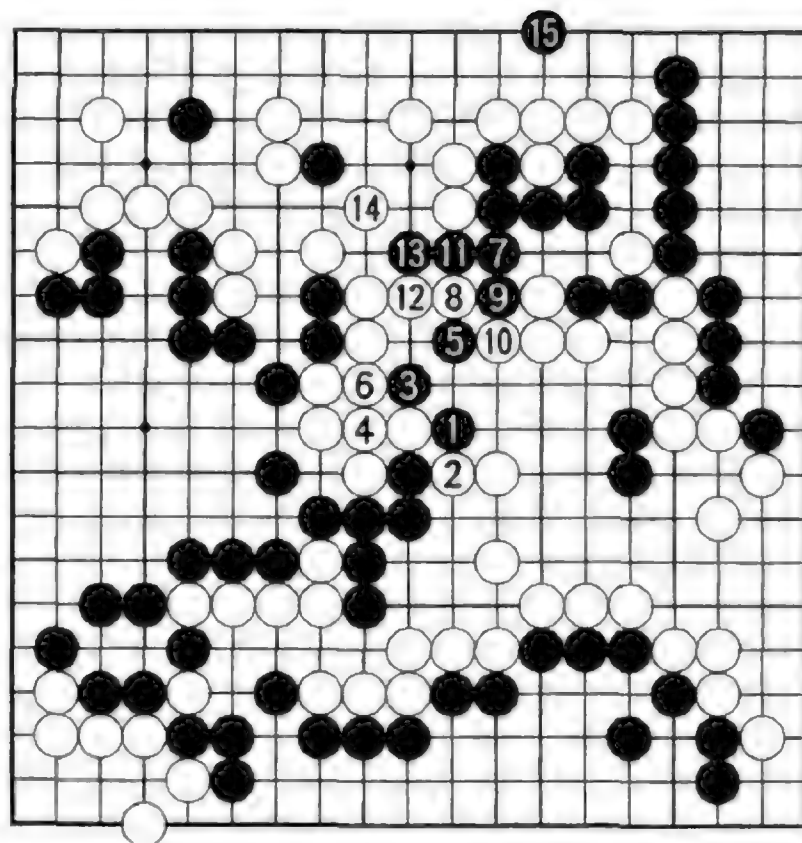
Dia. 1



Dia. 2

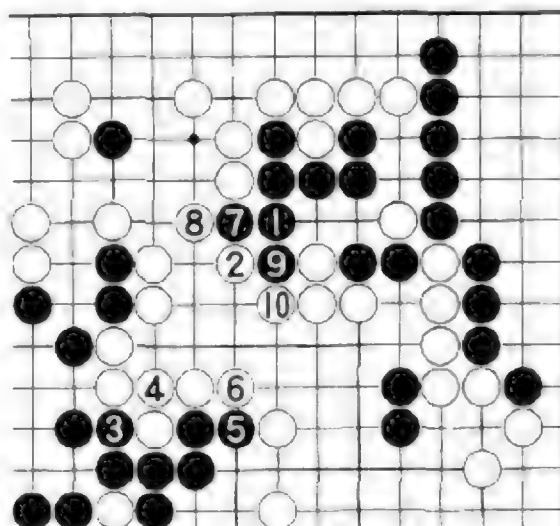
averaging a number of cases — Black 1 and 3 in Dia. 2, for instance, after which Black 'a', White 'b' is Black's sente and then either Black will attach 'c' to 'b' or White will block at 'd'. Omitting the details, let's just say that the size of this corner should strike one immediately upon seeing the starting line, and it is to Takama's credit that he played his initial stone here. He could have earned more credit, however, if he had first monkey-jumped in sente on the upper side.

The pro-pro run began with Black reading out and playing the sente sequence from 1 to 14 in the center. This gave him at least four more points than the ordinary, uninspired moves shown in Dia. 3. Note that once Black exchanges

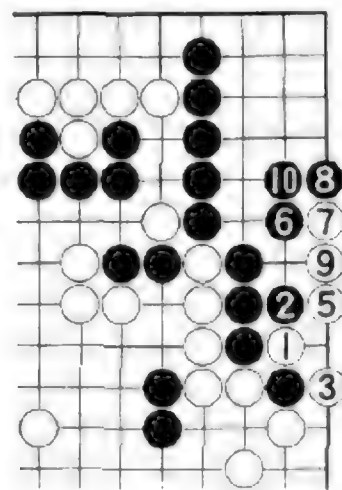


Pro-Pro (1 – 15)

1 for 2 in Dia. 3, he can no longer hane at 6.



Dia. 3



Dia. 4

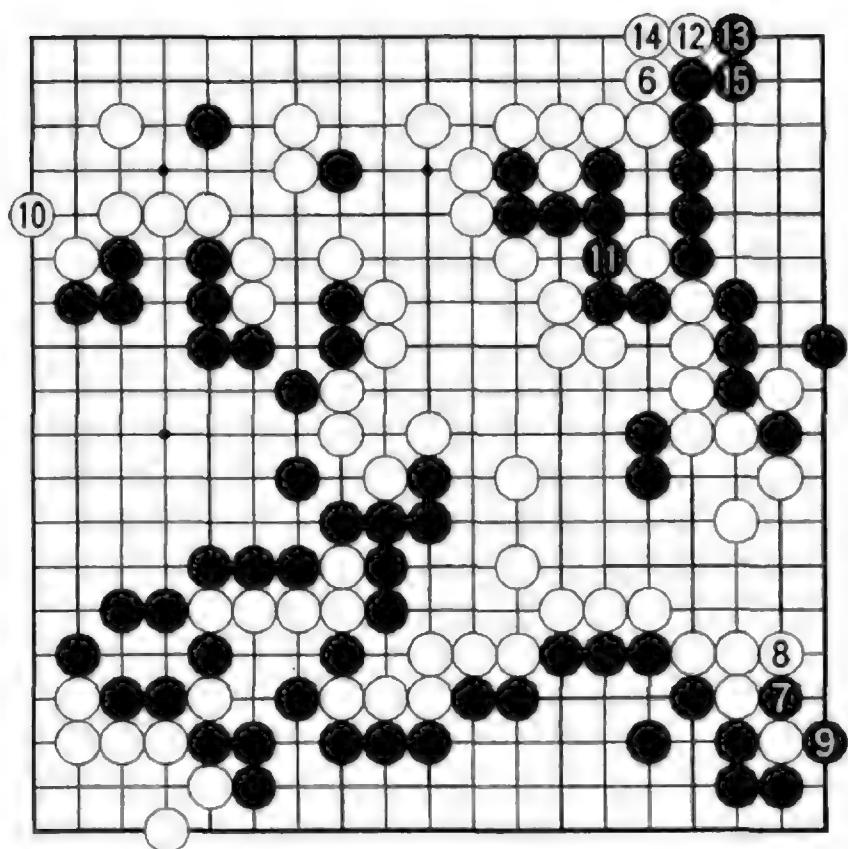
White 2 in the amateur-pro run defended against this sequence and was worth a good nine points in reverse sente, i.e. twice that in gote. That put it ahead of Black 3, which was still big, though, being worth over twelve points.

Takama completed his smooth navigation of Round 1 by correctly answering White 4 with Black 5. If Black gives atari at 2 in Dia. 4, he incurs a bad loss, since White then gets 5 to 10 in sente.

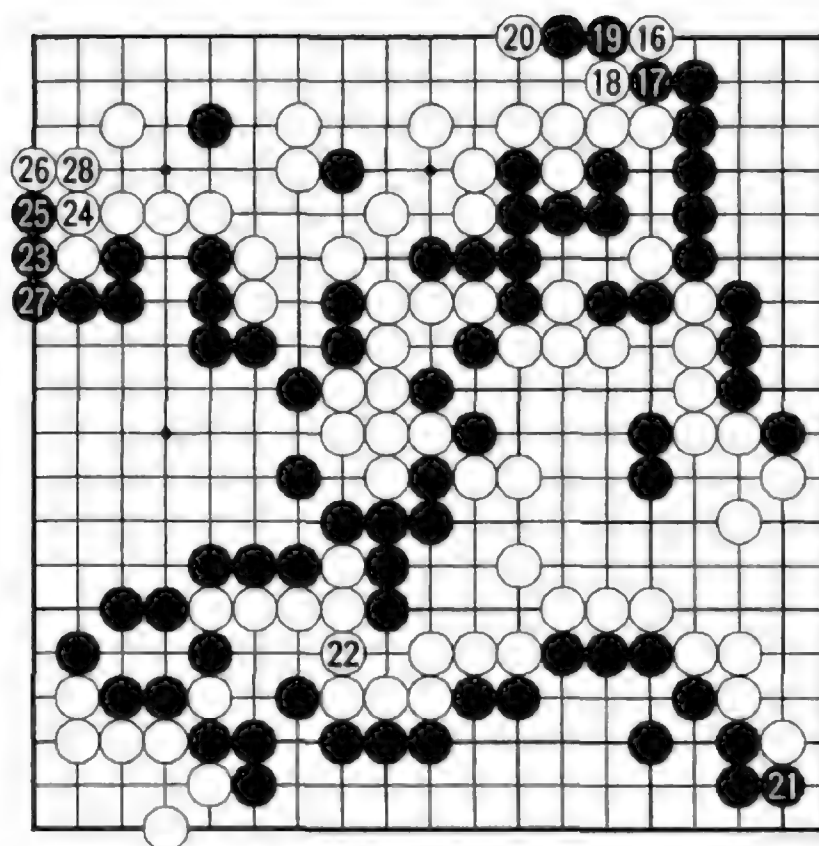
ROUND 2

In the amateur-pro run White made two more reverse sente plays, at 6 and 10. It is instructive to see how the same two places were handled in the pro-pro run.

First, after the pro-pro White 20, Black turned away with 21. Even without continuing he had made a profit. Suppose White captures at 1 in

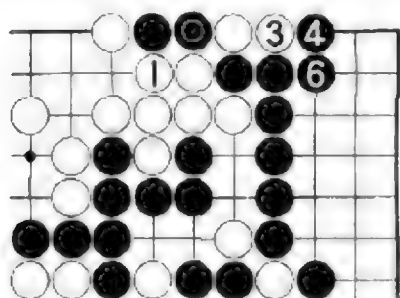


Amateur-Pro (6 - 15)

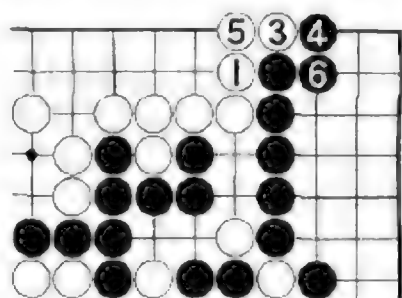


Pro-Pro (16 - 28)

Dia. 5. That gives him 3 to 6 as well, but compare this with Dia. 6. Black's territory is the same



Dia. 5

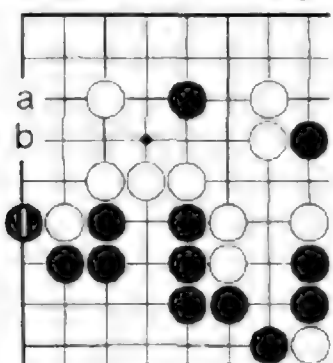


Dia. 6

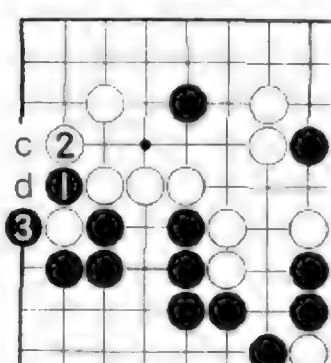
5 connects at ●

and White's is two points smaller, so Black has profited by two points. White 6 in the amateur-pro run kept these two points out of Black's reach.

Black's hane at 23 in the pro-pro run is a common endgame tesuji. If White ignores Black 1 in Dia. 7, Black will jump in to 'a' or 'b', and this



Dia. 7



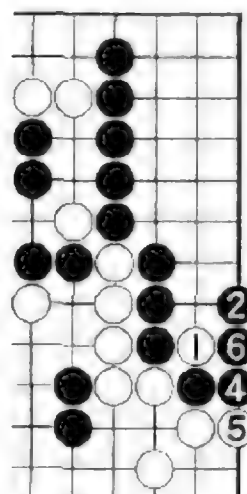
Dia. 8

is clearly better for him than playing 1 and 3 in Dia. 8. Of course Black gets three more points in Dia. 8 (assuming White 'c', Black 'd') than he did by playing 23 to 28, but the latter sequence left him with sente, a large factor at this point in the game.

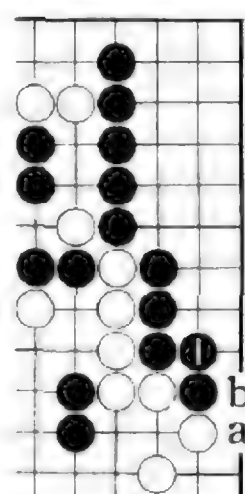
ROUND 3

The professional Black used his sente to cut and capture with 29 and 31. White then got 34 on the upper side, and later 42 and 44 in the center, while Black captured with 37 and 47. (Figures on next page.)

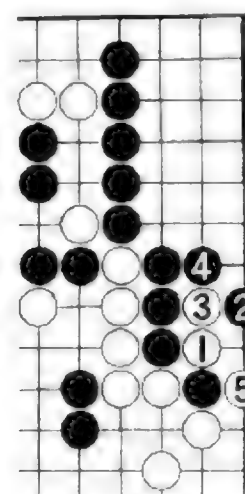
On the right edge, we have already seen that Black 2 is the correct reply to White 1 in Dia. 9. If White now turns away, Black can capture 1



Dia. 9



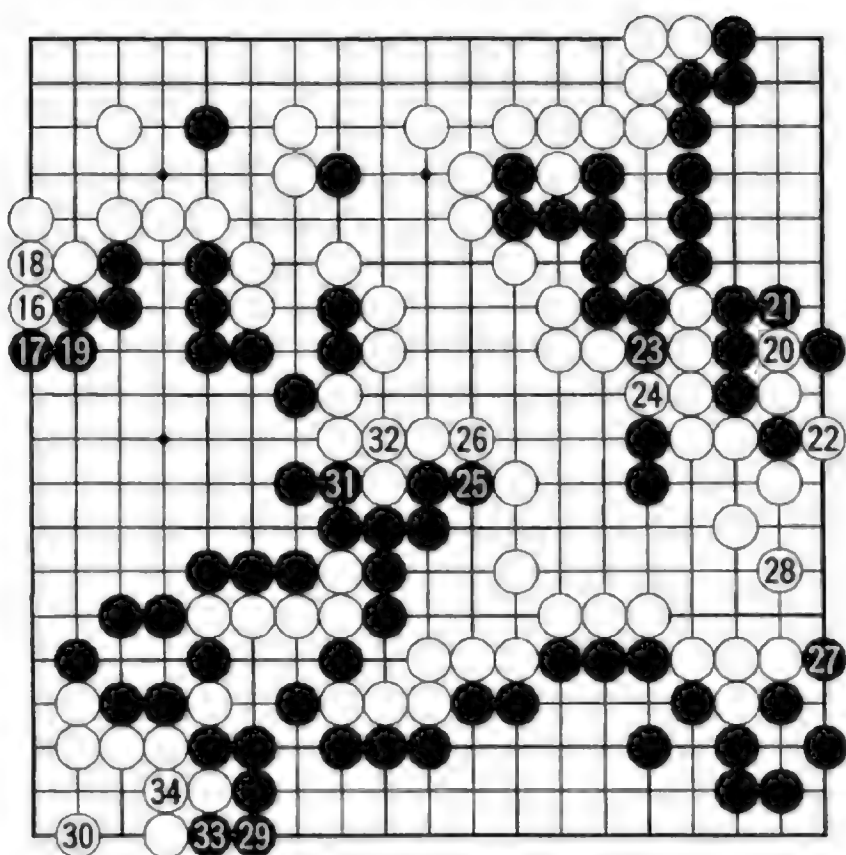
Dia. 10



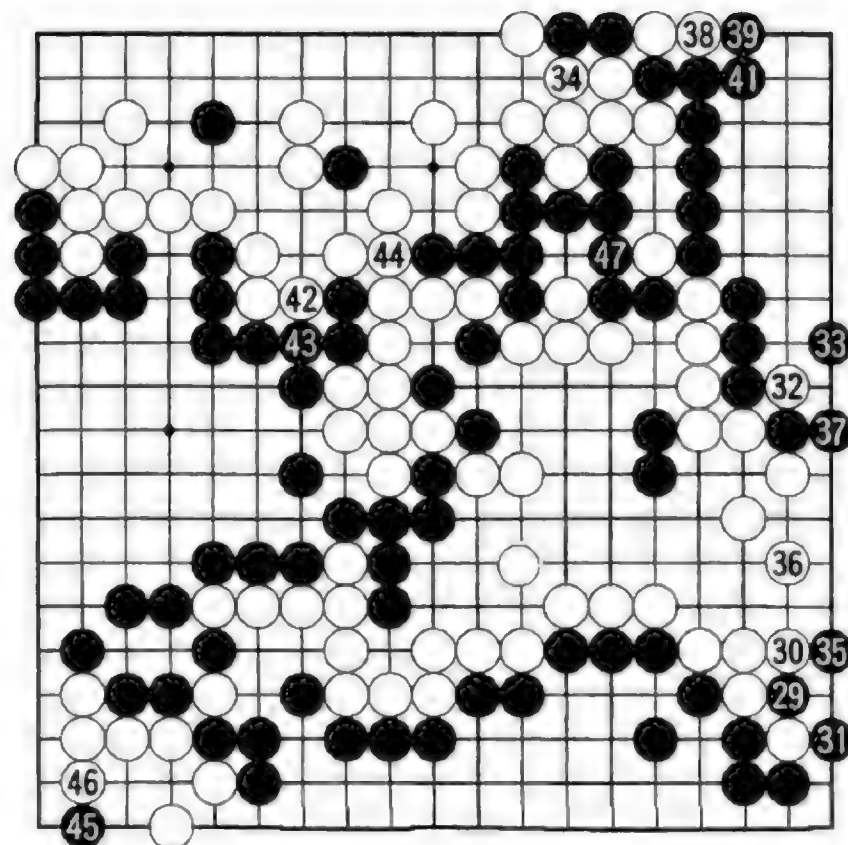
Dia. 11

with 4 and 6. This, however, gives exactly the same amount of territory to both sides as does Dia. 10 (assuming White 'a', Black 'b'), so sacrificing 1 has cost White nothing. In other words, he can afford to postpone 3 and 5 in Dia. 11, as he did in the pro-pro run.

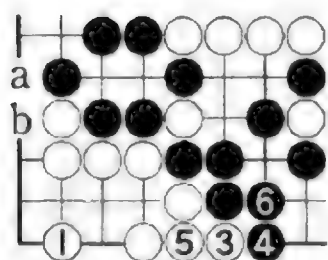
Black 45 in the lower left corner of the pro-pro board was a tesuji. In Dia. 12, after playing 1 White can continue with 3 to 6. In Dia. 13, because of the circled exchange, the best White can do is 1 and 3; he cannot hane at 2 in sente. Assuming Black 'a' - White 'b' in both diagrams,



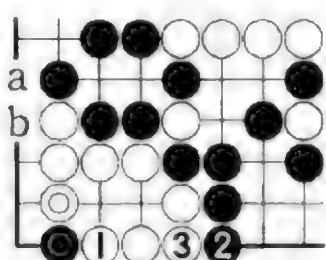
Amateur-Pro (16 – 34)



*Pro-Pro (29 – 47)
40 connects*



Dia. 12



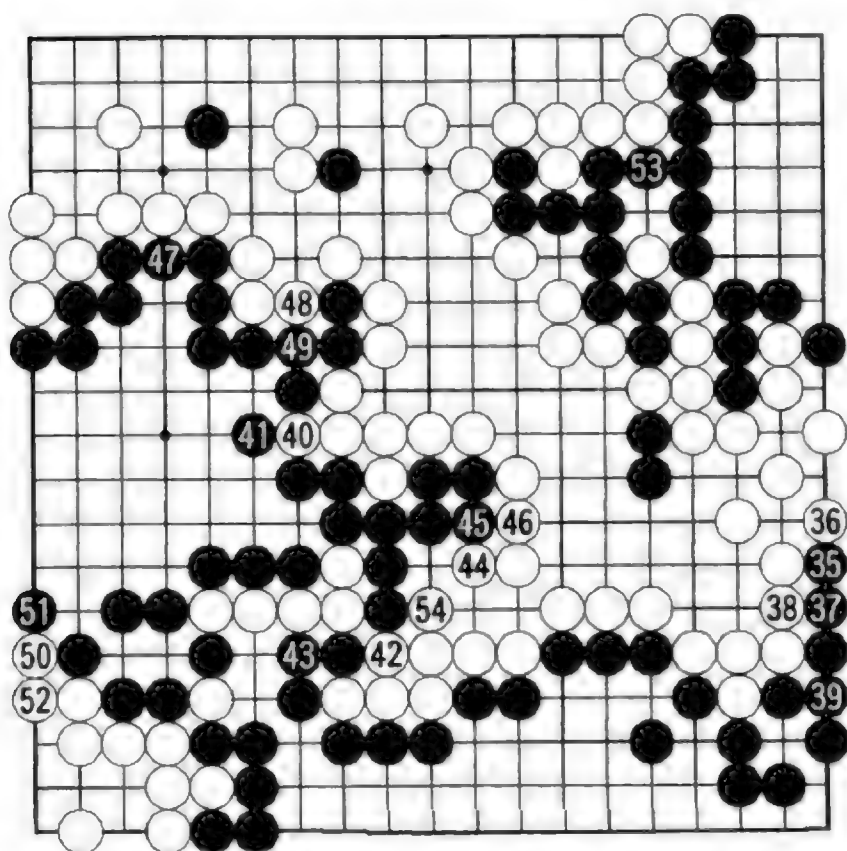
Dia. 13

White's territory is the same but Black's is two

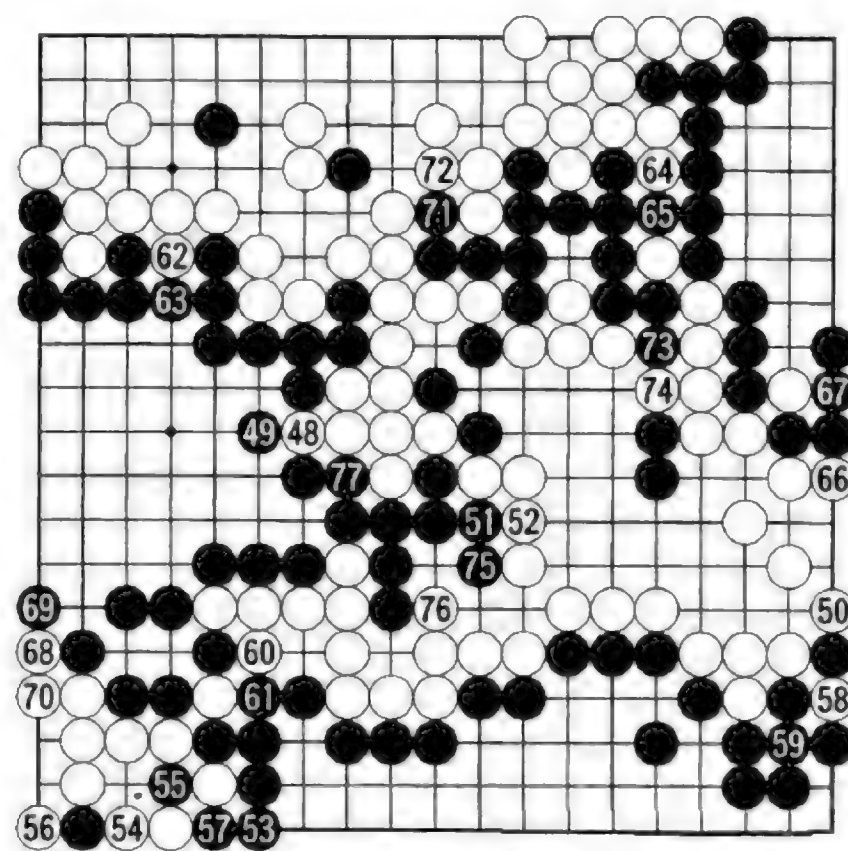
points larger in Dia. 13. In addition, Black has the option of further reducing White's corner (see Black 53 etc. in Round 4), so the 45 – 46 exchange should be made fairly early.

In the amateur-pro run, by the end of this round White had pretty well caught up.

ROUND 4



Amateur-Pro (35 – 54)



*Pro-Pro (48 – 78)
78 connects below 50*

When the last stone had been played, Takama was only eight points behind his professional counterpart – not bad at all.

(From 'Yose no Ketteiban', translated by J. Davies. This article concludes the series.)

Results

Pro-Pro: Black wins by 7 points

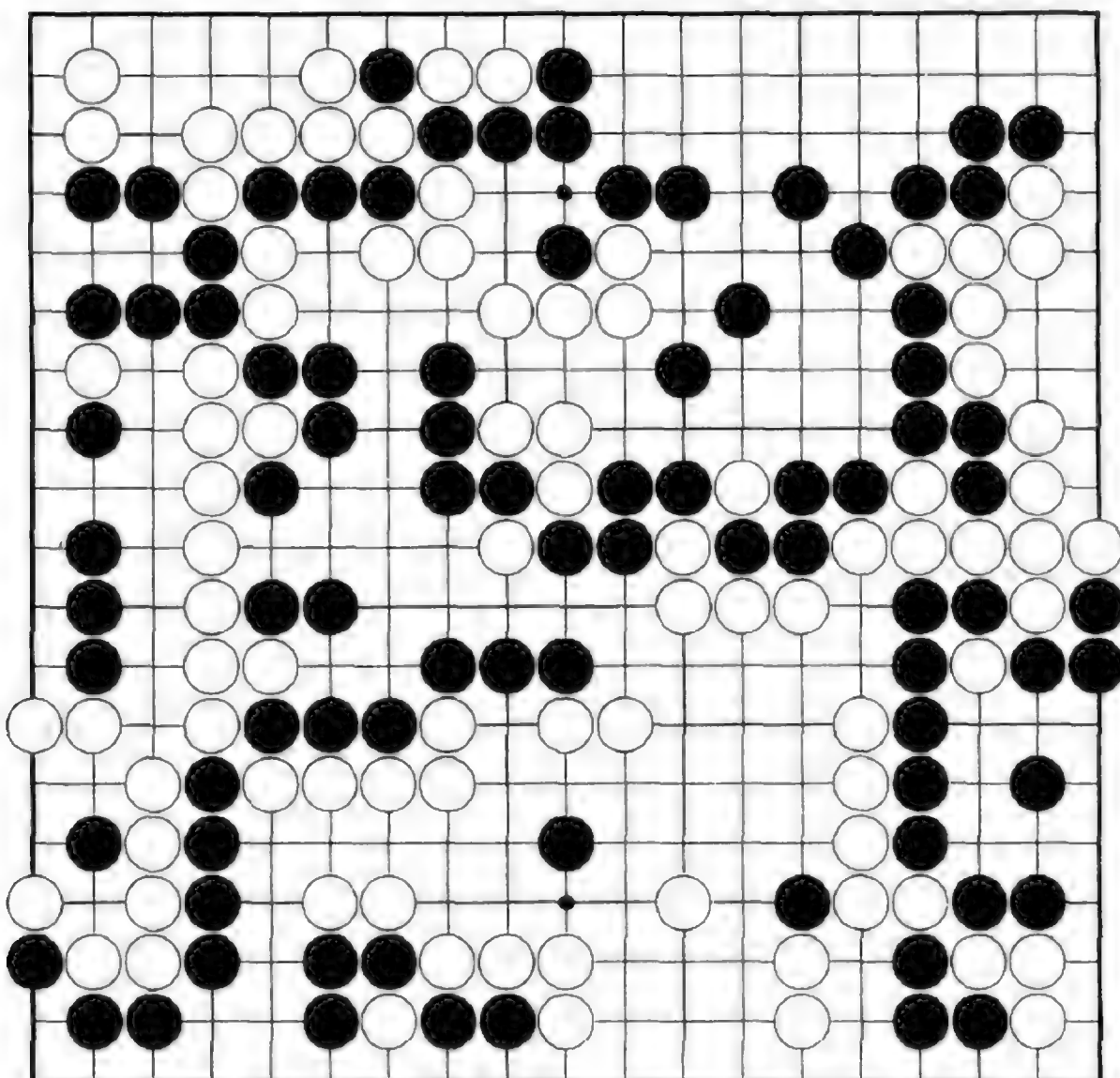
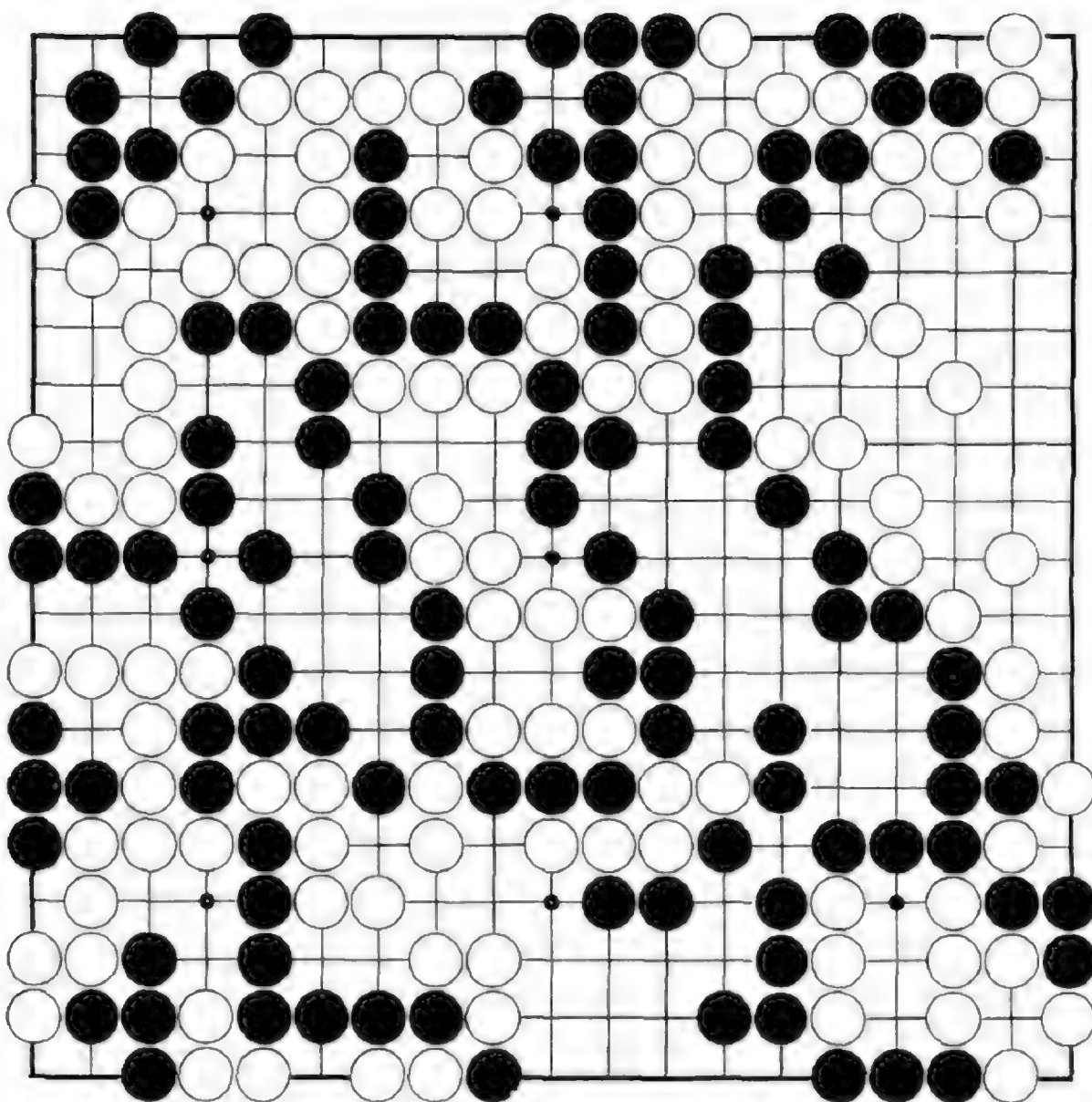
Amateur-Pro: White wins by 1 point

Upsetting Moves

Sonoda Yuichi 8-dan

Upset No. 1

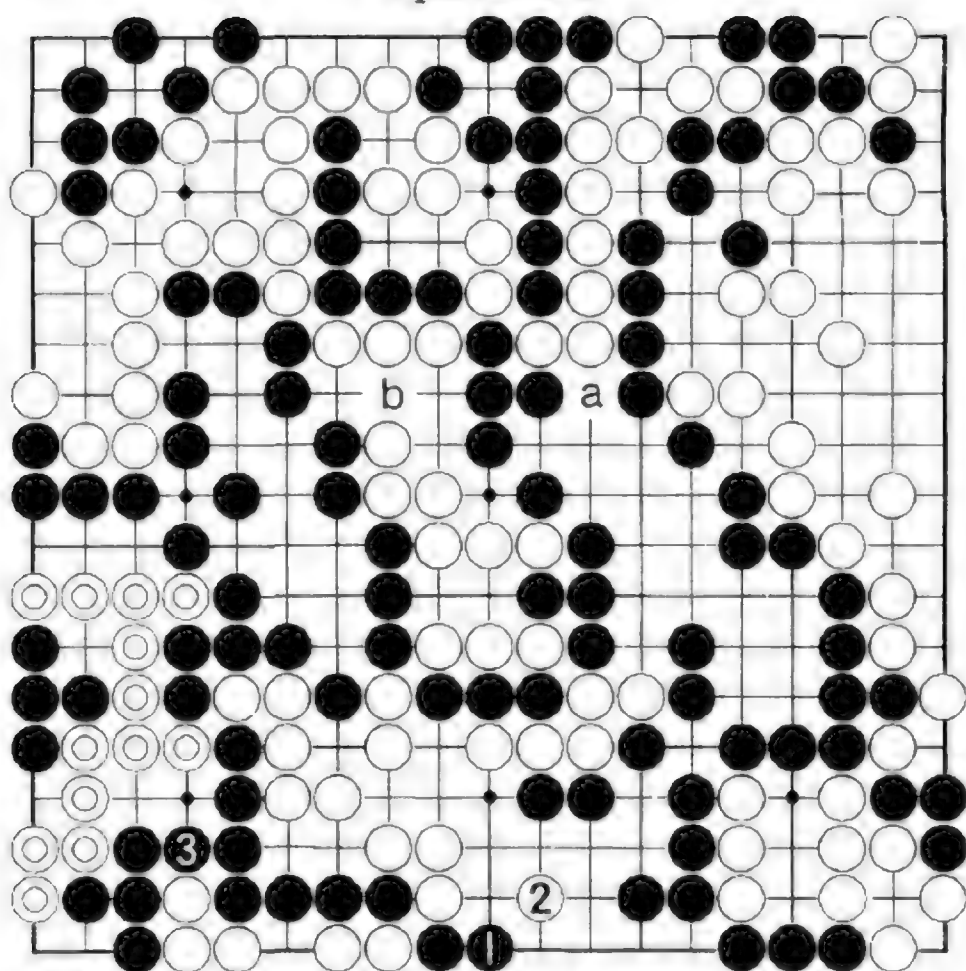
Black's move. He has no territory worth looking at, and White has been capturing stones right and left. Should he resign? Definitely not. Pull yourself together, Black, you still have a chance to win. All it takes is one rapier-like move.



Upset No. 2

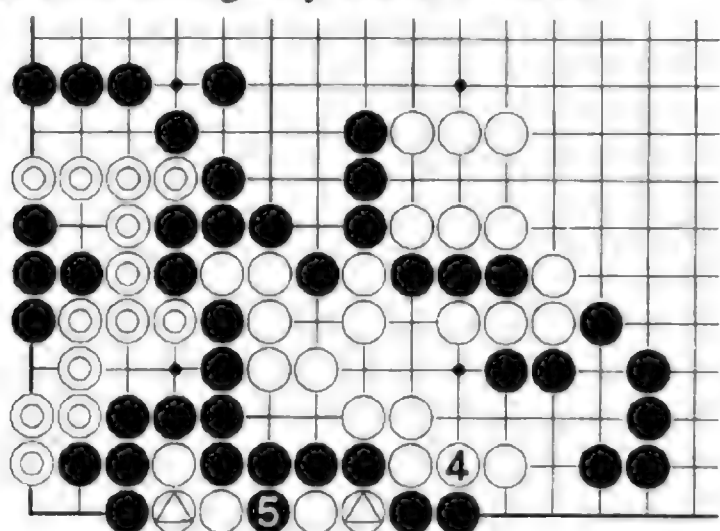
White's move. Normal endgame play leads to a fifty-point loss; nothing short of a return from the dead will save this game for White. How can that be managed?

Upset No. 1



The Upsetting Move

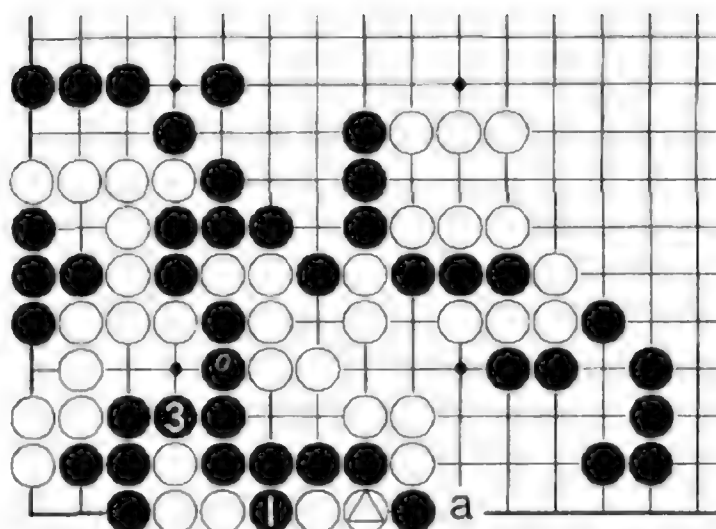
Black 1 and 3 are the upsetting combination, a real crusher that saves the black group and simultaneously destroys the circled white one. The difference between this and White's defending at 1 is over eighty points, easily enough to upset the lead. Other points that catch one's attention are 'a' and 'b', but we shall deal with these after seeing why Black 1 works.



Dia. 1

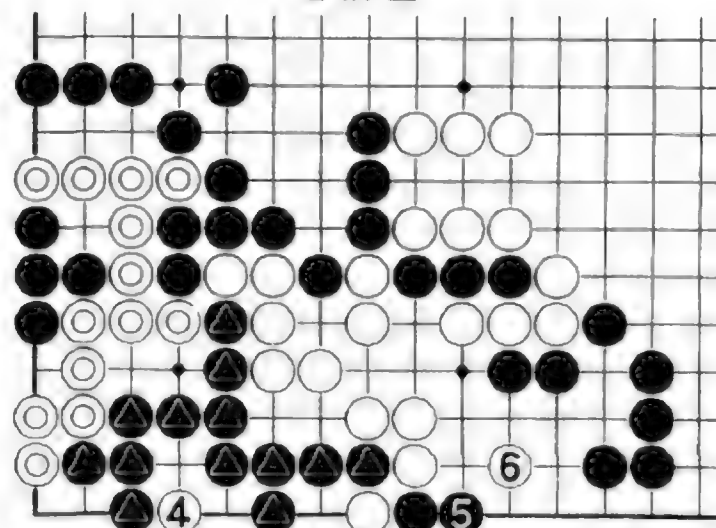
Dia. 1. If White keeps playing, 4 is his only choice, but he has no reply to Black 5. The points marked with triangles are miai, so Black is alive, which means that White's circled group, with its large dead eye, is done for. (A few irrelevant stones have been omitted from this and the following diagrams.)

Dia. 2. Black 1 and 3 in this diagram look the same, but they do not work; herein lies the charm of the upsetting combination. Black 1 at 3, followed by White 'a' and then Black 1, also fails.



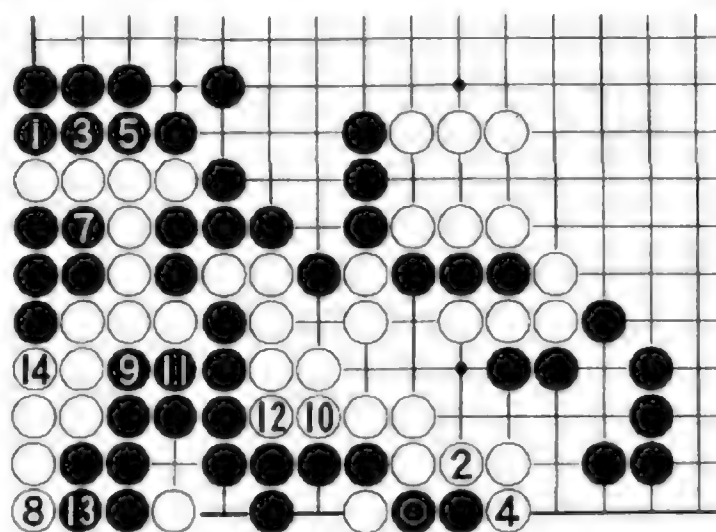
Dia. 2

2 at Δ



Dia. 3

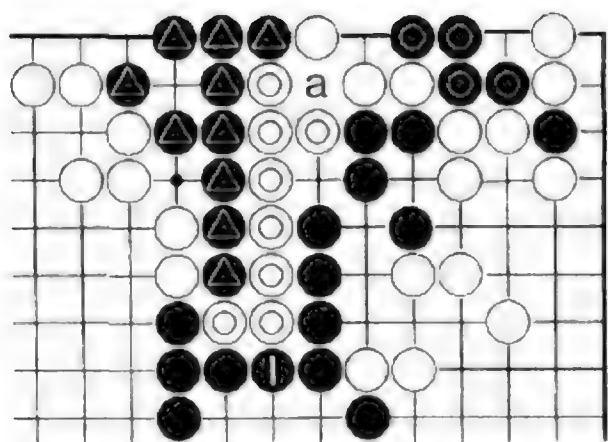
Dia. 3. Continuing from the diagram above, White makes the placement at 4, and now it is too late for Black to do anything with 5. White 6 keeps him from linking up to the right, and his triangled group cannot make a living shape. Well, neither can the circled white one, so this is a sort of capturing race, but here the hidden power of White's five-space dead eye comes to the surface. There is a saying that a big eye beats a small one. Black cannot win.



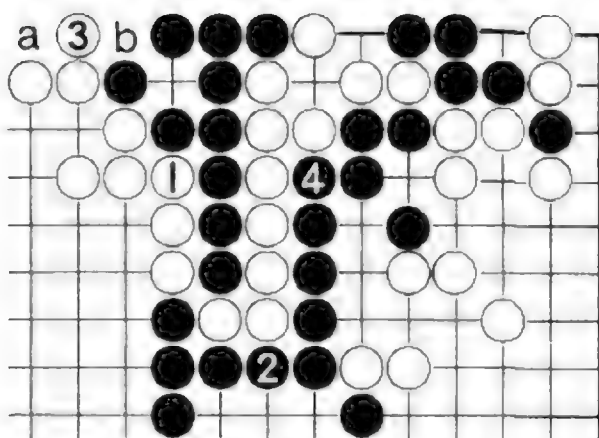
Dia. 4

6 connects at ●

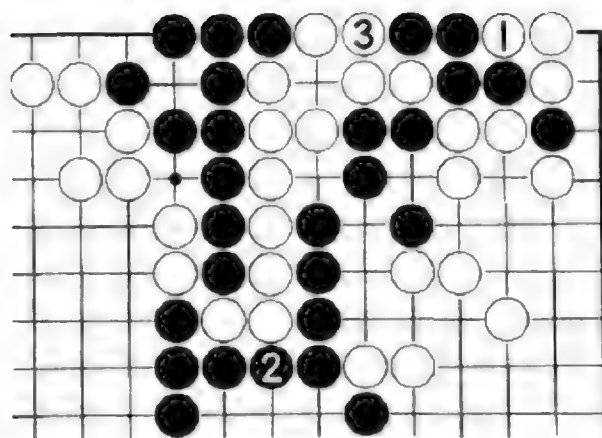
Dia. 4. Black tries filling liberties with 1 and so on, but after White 14 he is so far behind that further play is beside the point. Black may as well admit defeat in Dia. 3.



Dia. 5



Dia. 6

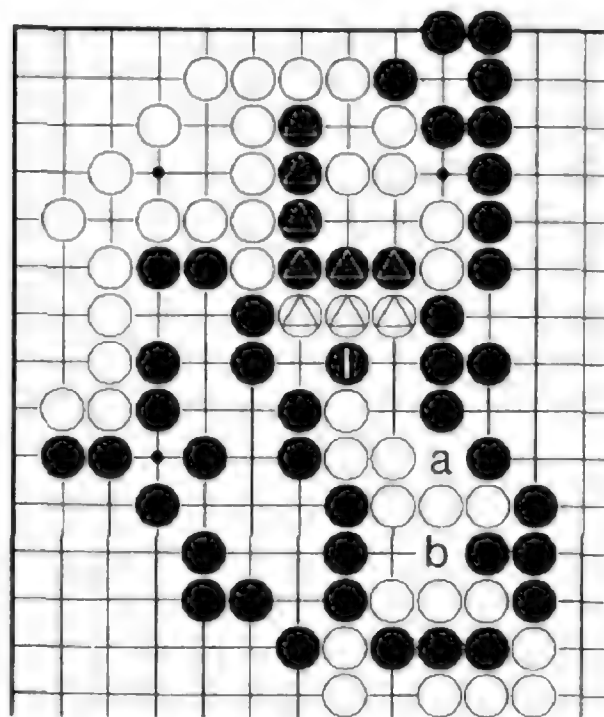


Dia. 7

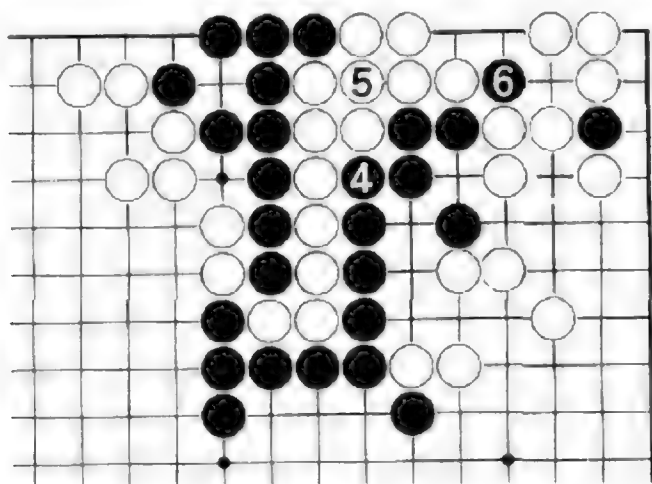
Dia. 5. Elsewhere on the board, this Black 1 may have looked large. If White connects at 'a' before Black plays 1, he wins the capturing race between the circled groups and picks up the triangled group as well — or so it seems. Actually, Black 1 is nearly worthless.

Dia. 6. First we have to check the capturing race to the left, but even if White starts with 1, Black wins with 2 and 4. White would need a stone at 'a' just to get a ko (3 at 'b').

Dia. 7. Next let's check the capturing race to the right, again letting White start with 1. White 3 captures four stones, apparently winning, but —



Dia. 9



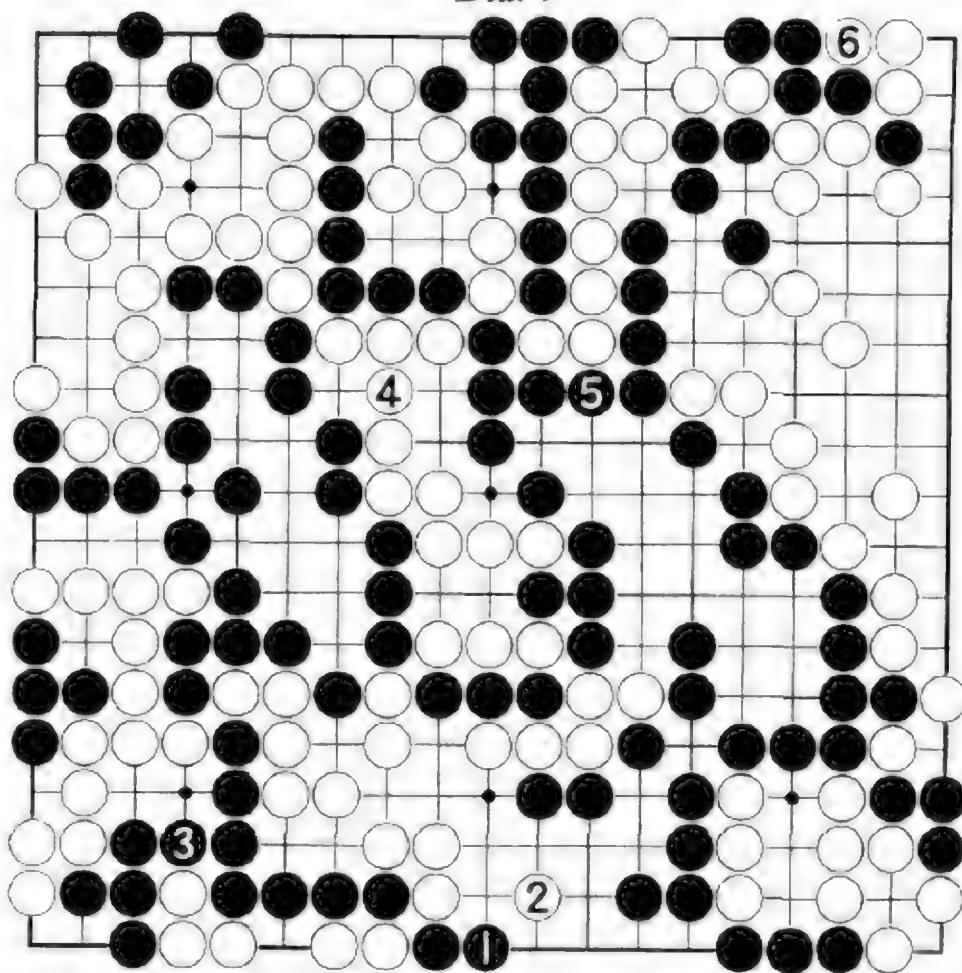
Dia. 8

Dia. 8. Black obstinately keeps on filling liberties with 4, and if White connects at 5, Black plays 6, an under-the-stones tesuji.

What this all means is that the circled white group in Dia. 5 is Black's just as it stands, and the circled black stones are White's. Playing 1 changes nothing.

Dia. 9. Another move to notice is this Black 1, which captures the marked white stones and rescues the marked black ones. That is worth twenty points. If the liberty at 'a' were filled Black 1 would be sente, threatening 'b', but the liberty is open and 1 is gote.

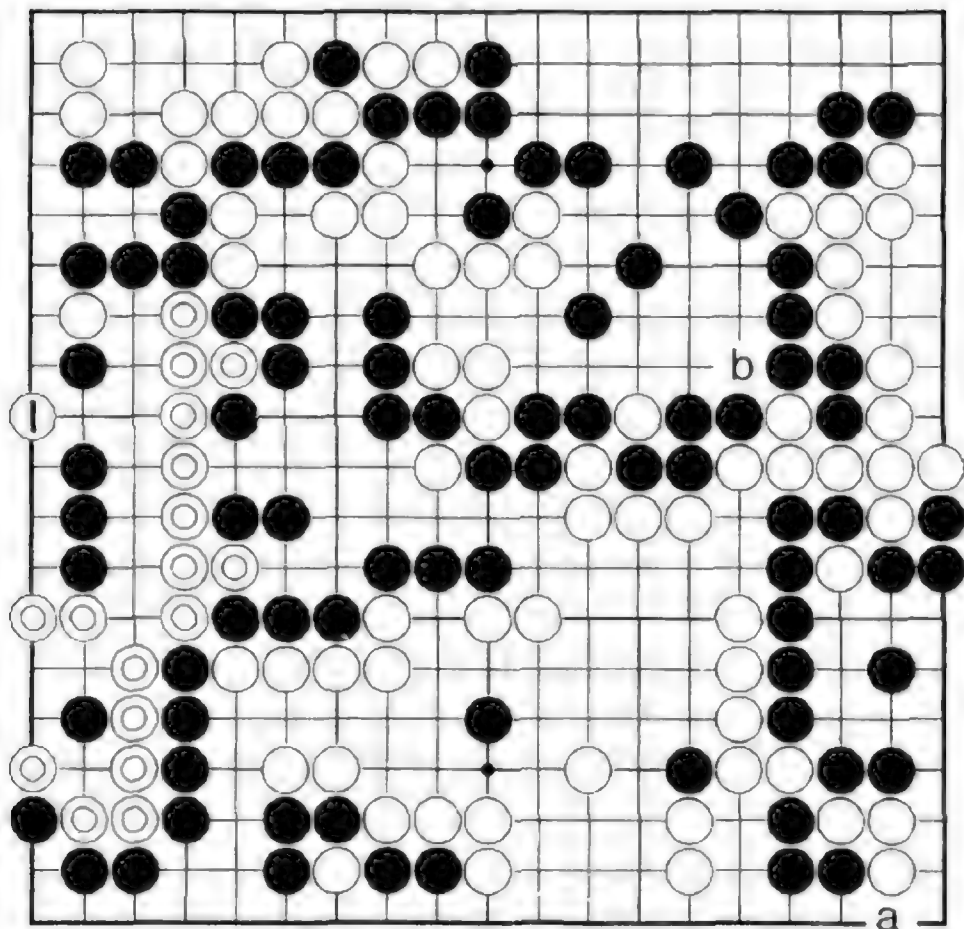
Dia. 10. Here is the board with Black playing correctly at 1 and White answering with 2 to 6. Black wins by about sixteen points.



Dia. 10

Black		White	
Upper side	17	Right side and lower	
Center and bottom	17	right corner	35
Lower left corner	41	Upper right corner	7
Left center	10	Lower center	7
Upper left corner	4	Top left and center	24
Total	89	Total	73

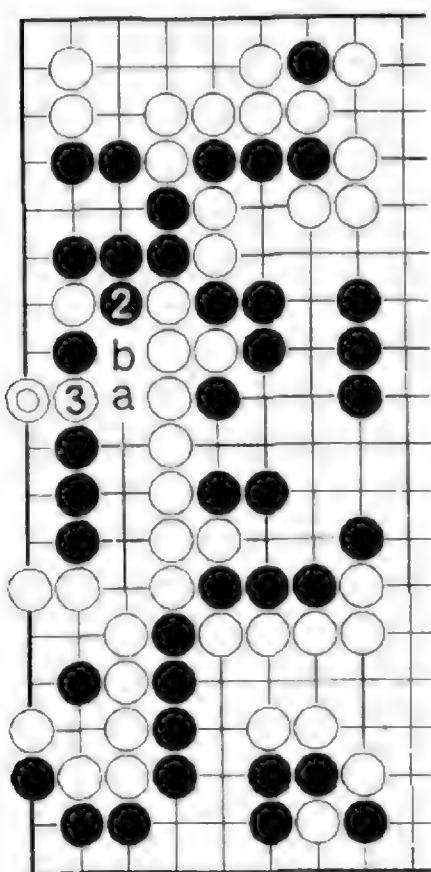
Upset No. 2



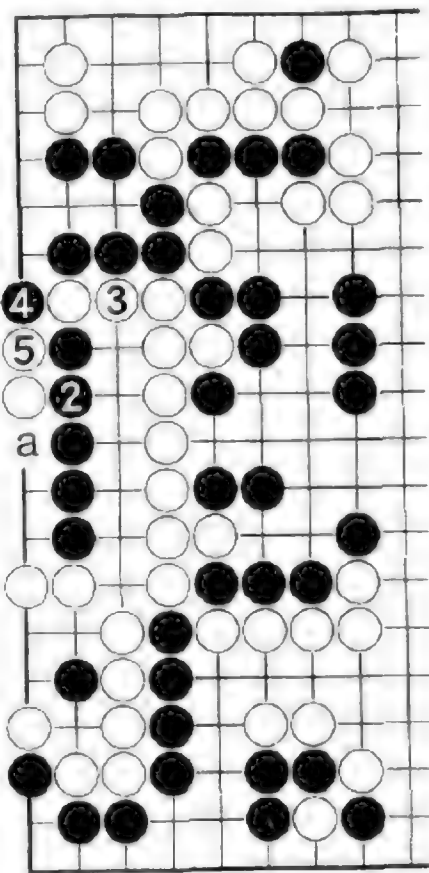
The Upsetting Move

The master stroke that resurrects the white group stretched out along the left side is the peeping placement at 1. Vulnerable as Black's surrounding net may seem, this is the only place where it can be pierced. Two other common tesujis are to be found at 'a' and 'b', but they do not come near changing the lead.

Dia. 1. Although it could hardly be termed resistance, Black 2 is the correct reply to White's circled placement. White 3 nips off the three black stones below. Next if Black 'a', White 'b'.



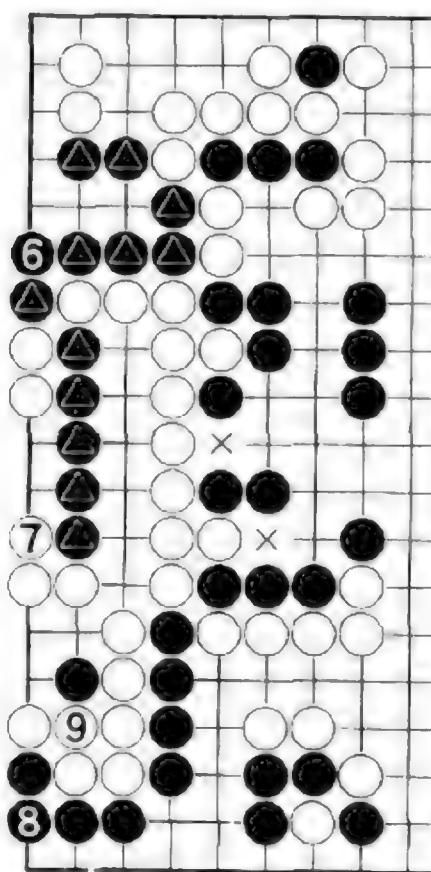
Dia. 1



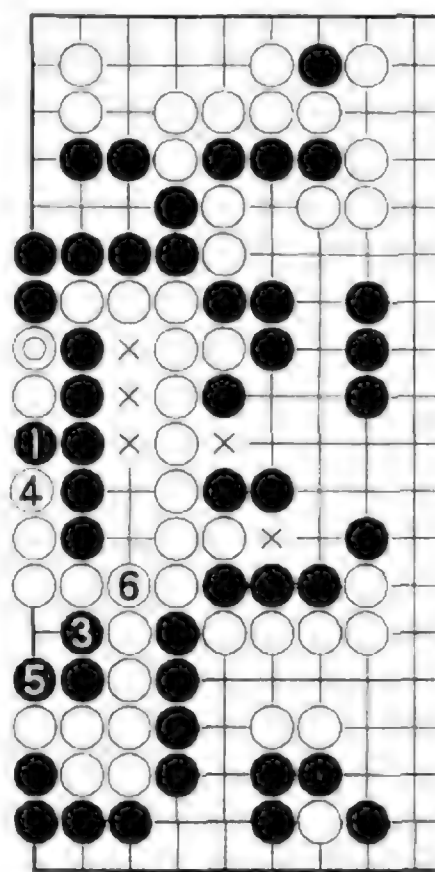
Dia. 2

Dia. 2. If Black fights by connecting at 2, White connects at 3, lets Black link up with 4, then thrusts in at 5. The fight is over. If Black captures with 'a', White throws a stone back in at 5.

Dia. 3. Or if Black connects at 6, White pushes forward at 7. The triangled group cannot make more than one eye. Black connects at 8 in sente, creating a capturing race, but one that White will automatically win. This is another case of a big eye beating a small one.



Dia. 3



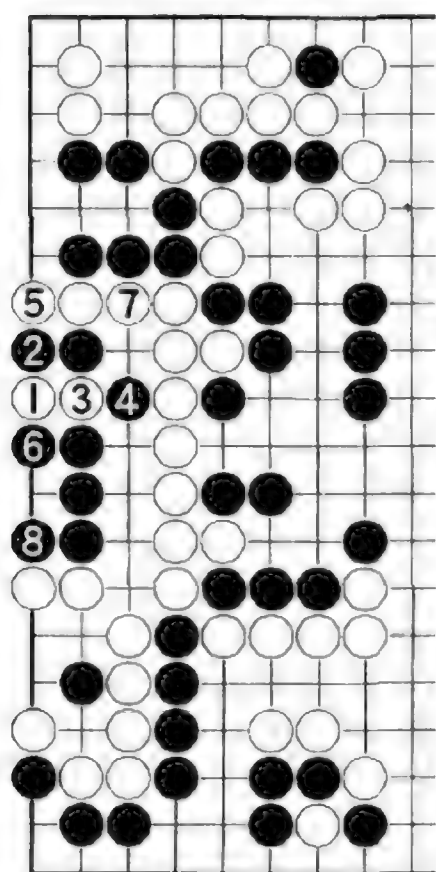
Dia. 4
2 at

Dia. 4. Black 1 to White 6 just verify the result. Next White can let Black fill all the liberties marked with x's before he need reply.

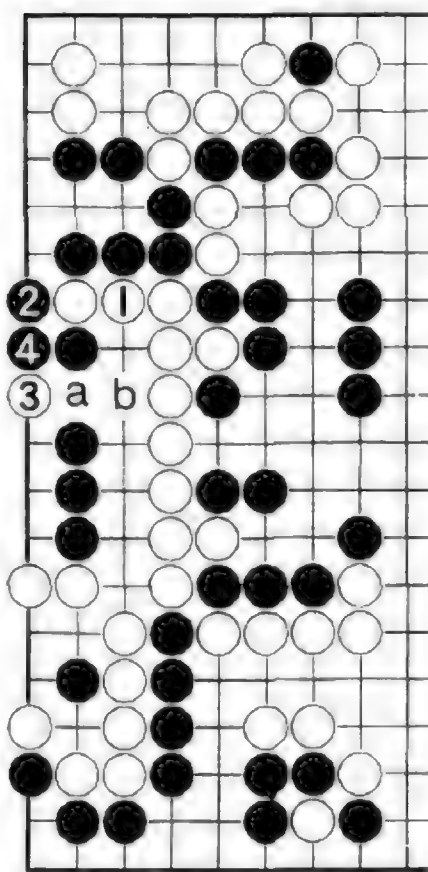
Dia. 5. Here Black has answered White 1 by descending at 2, but White 3 and 5 silence this effort. Black can save part of his group with 8, but this is worse for him than Dia. 1.

Dia. 6. White 1 here shows the right intention but a lack of resourcefulness. Black links at 2, and when White peeps at 3, this time Black 4 works. Next if White 'a', Black 'b'. White can do nothing, and it is curtains for his large group.

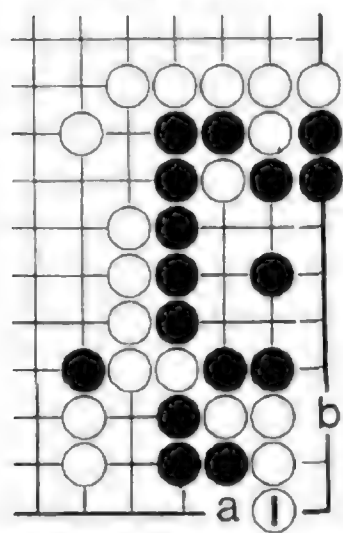
Dia. 7. White has another move at 1. This descent kills three black stones and is worth sixteen points, and the shape is one that occurs frequently. If White hanes at 'a' with 1, he loses unconditionally (Black 'b').



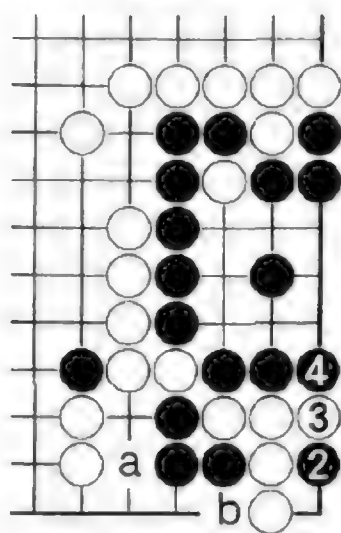
Dia. 5



Dia. 6



Dia. 7

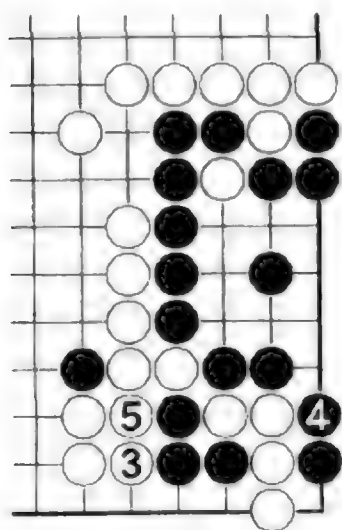


Dia. 8

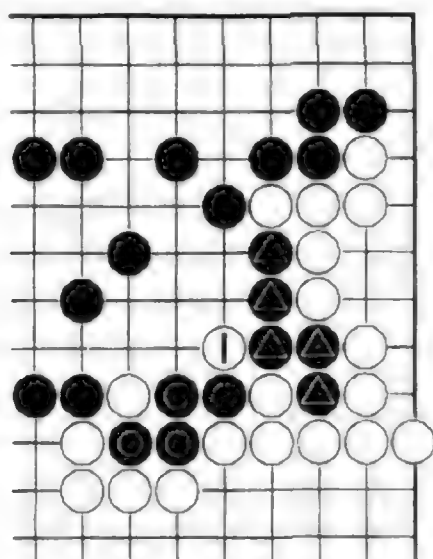
Dia. 8. Next Black may set a slight trap with 2. White falls into it beautifully if he blocks at 3. Black 4 is followed by White 'a', Black 'b'.

Dia. 9. This White 3 is correct. If Black draws back at 4, White fills at 5 and Black is stymied.

If Black moves first he will hane at 1 in *Dia. 7* and win the capturing race hands down. Either side stands to gain three prisoners and two more



Dia. 9

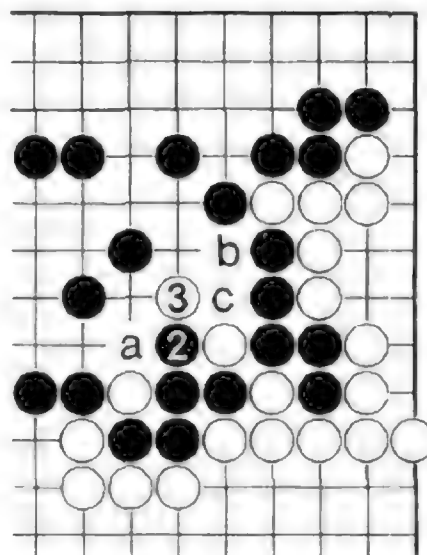


Dia. 10

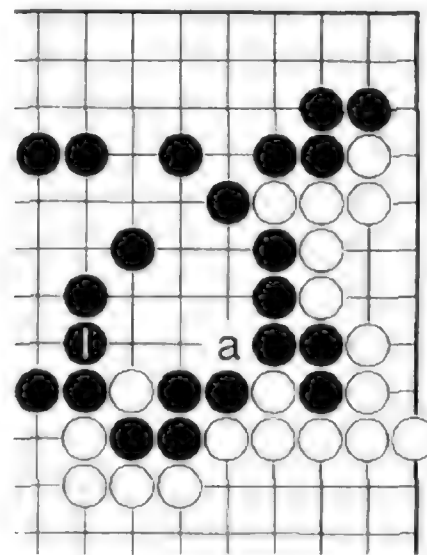
points of territory here, so the value is sixteen points.

Dia. 10. Still another move that works is the white cut at 1. White captures either the four circled stones or the five triangled ones.

Dia. 11. Black can only resist with 2, but then White plays 3, a standard but titillating tesuji. If Black captures at 'a' White cuts at 'b', or if Black captures at 'c' White plays 'a'.



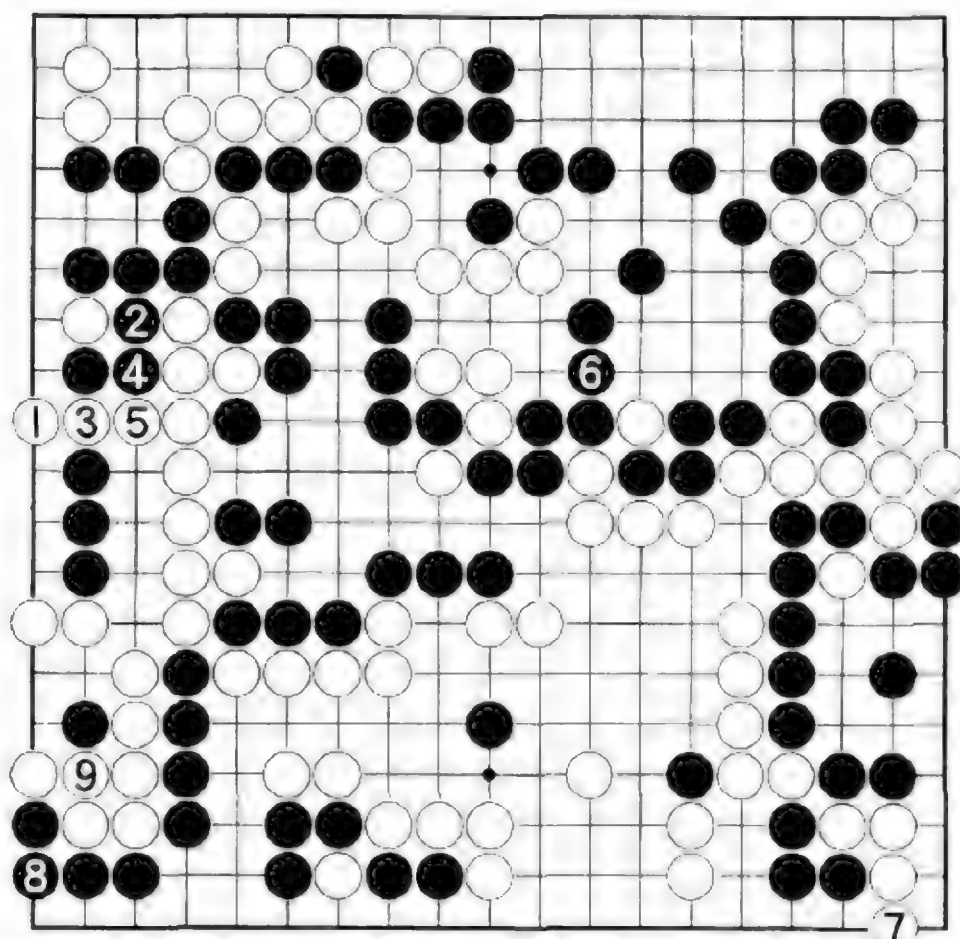
Dia. 11



Dia. 12

Dia. 12. The most efficient way for Black to defend against White 'a' is to connect at 1, since this also stops White from pushing in from the left. Check for yourself. It is not so much the one point — it is the principle of perfection that matters.

Dia. 13. White 1 to 9 show White playing correctly and winning by about fifteen points. The score is tabulated on the next page.



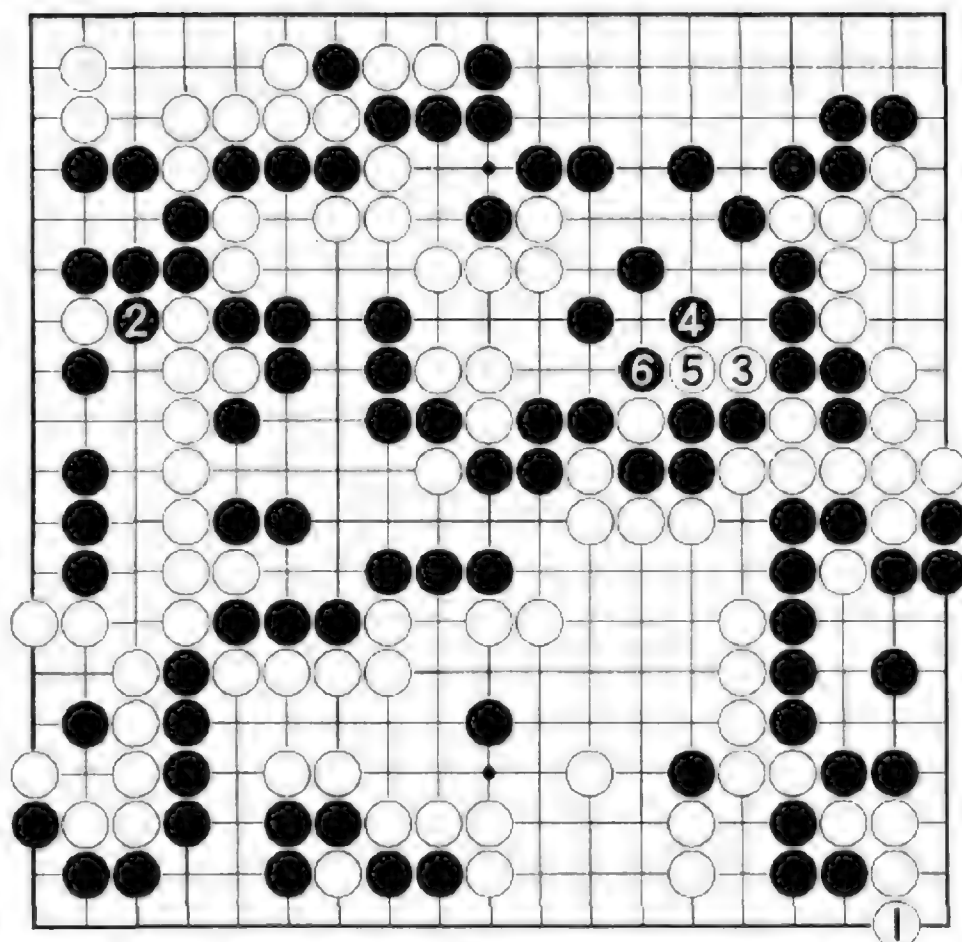
Dia. 13

Results of Dia. 13

White		Black	
Right side	7	Upper side	35
Lower side	42	Right side	10
Left side	18	Lower left corner	10
Upper left corner	<u>17</u>	Center	<u>8</u>
Total	84	Total	69

Dia. 14. Here White plays 1 and 3 while Black devours the left side. Compared with Dia. 13 White gains 14 points in the center (7 points of territory for each side), but loses 73 on the left (where his territory goes down by 18 and Black's goes up by 55), so his net loss is almost 60, leaving him about 45 points behind in the game.

('Gekkan Gogaku', June '78. Translated by James Davies)



Dia. 14

Do-It-Yourself Commentary Workshop

Develop Your Critical Powers

The figures below show twenty moves from an amateur game. Read through them and score each move on the scale at right, filling in the chart at the bottom of the next page. When you are done, compare your scoring with that of Ishii, 9-dan, which follows.

- 5 ... Superlative
- 4 ... Good
- 3 ... Mediocre, or Necessary*
- 2 ... Doubtful
- 1 ... Bad
- *Connecting against an atari, etc.

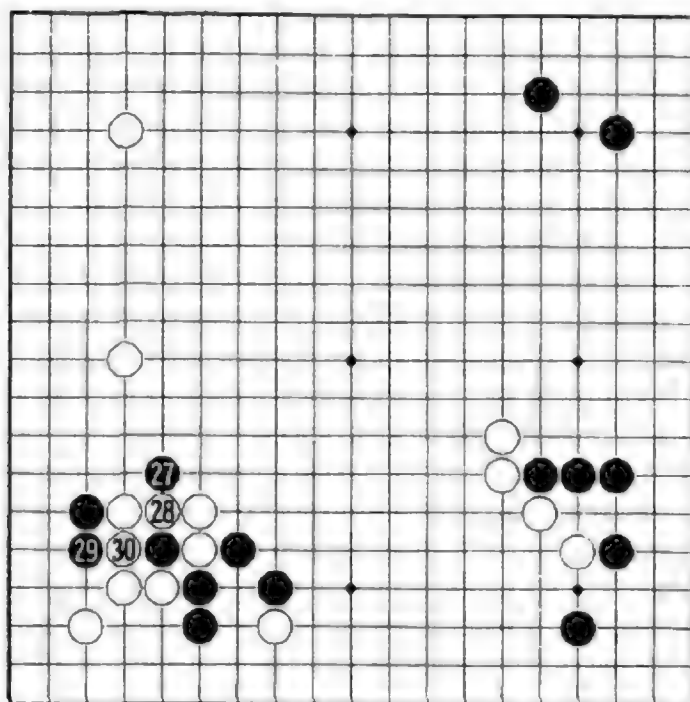


Figure 1 (27 - 30)

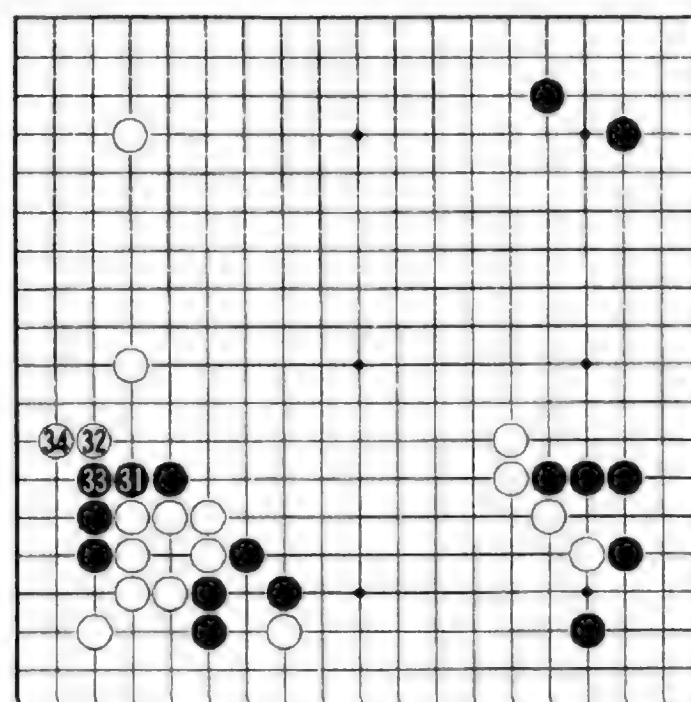


Figure 2 (31 - 34)

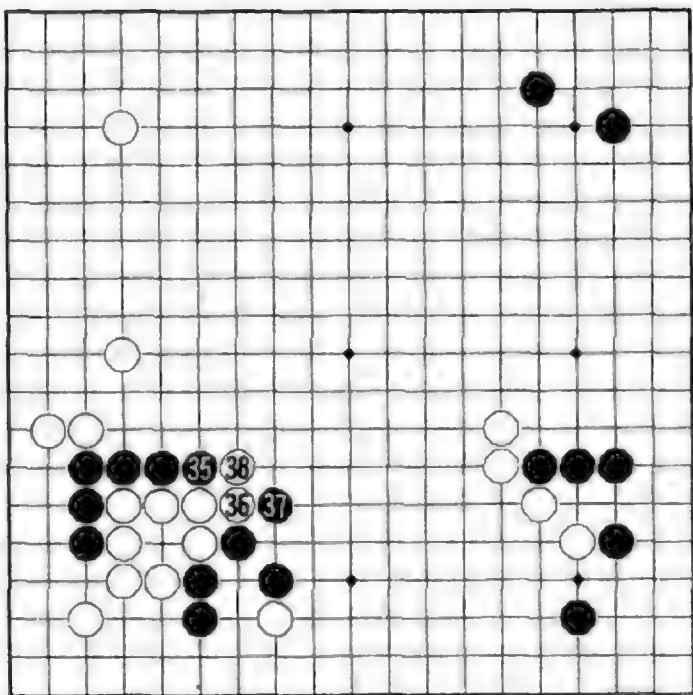


Figure 3 (35 – 38)

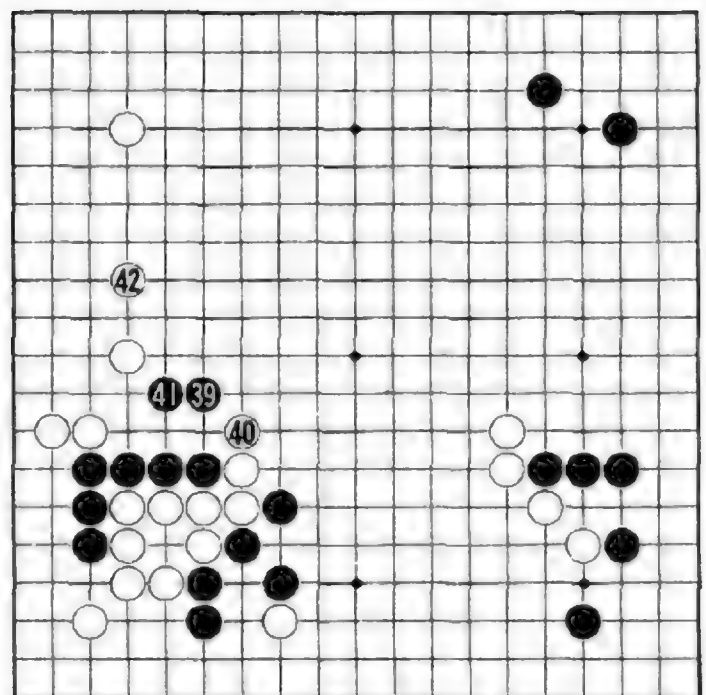


Figure 4 (39 – 42)

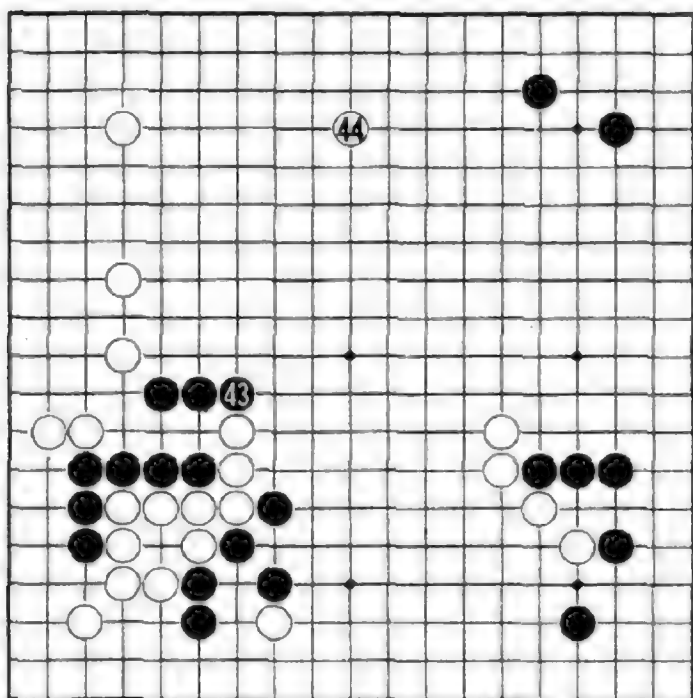


Figure 5 (43 – 44)

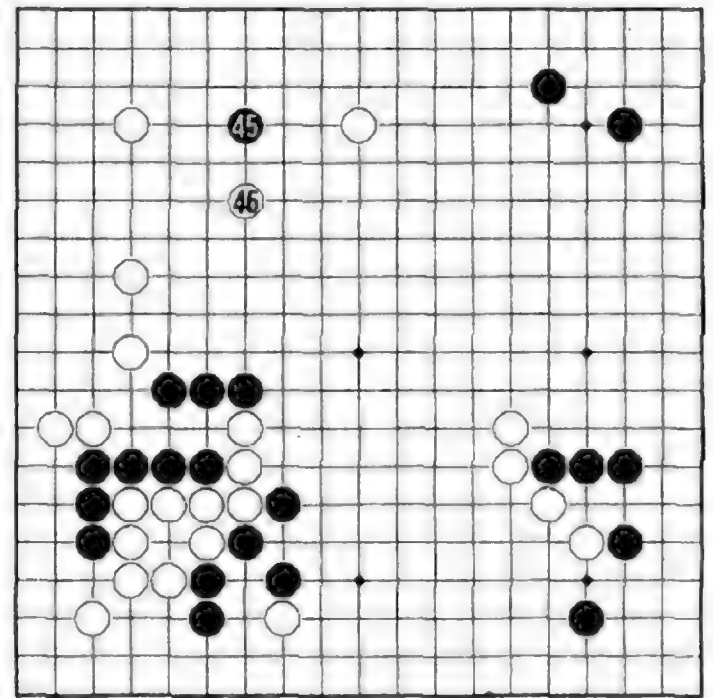
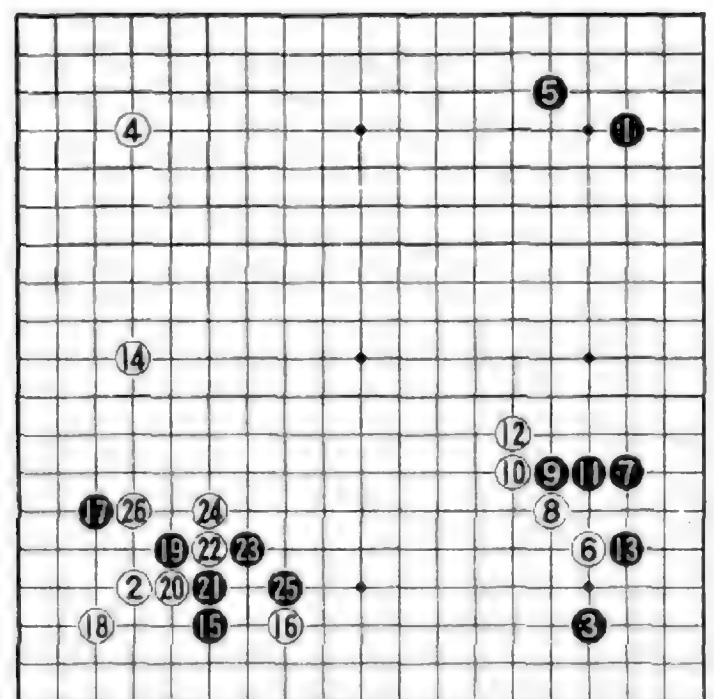


Figure 6 (45 – 46)

Scoring Chart

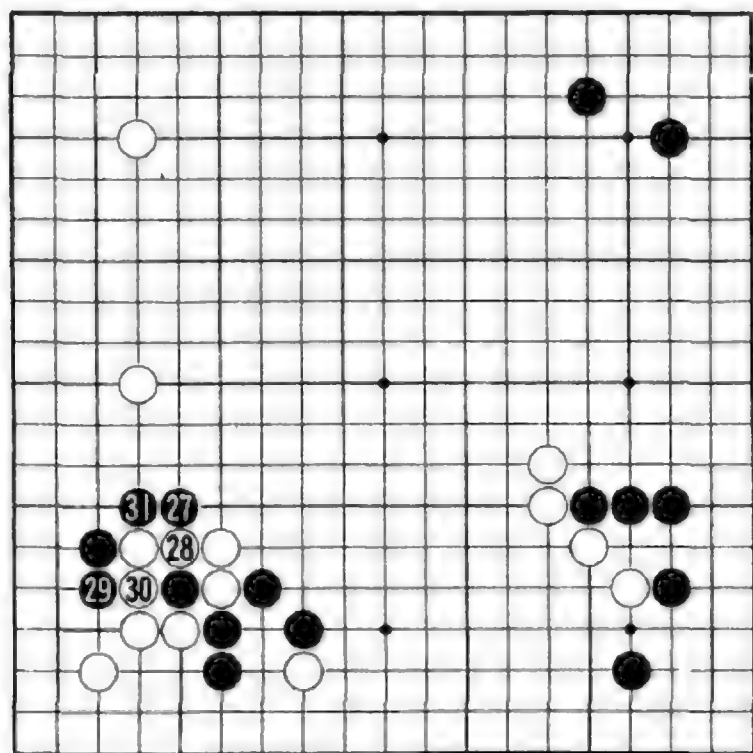
Move	Score	Move	Score
Black 27		White 28	
Black 29		White 30	
Black 31		White 32	
Black 33		White 34	
Black 35		White 36	
Black 37		White 38	
Black 39		White 40	
Black 41		White 42	
Black 43		White 44	
Black 45		White 46	



Reference Figure (1 – 26)

Scoring and Commentary by Ishii Shinzo, 9-dan

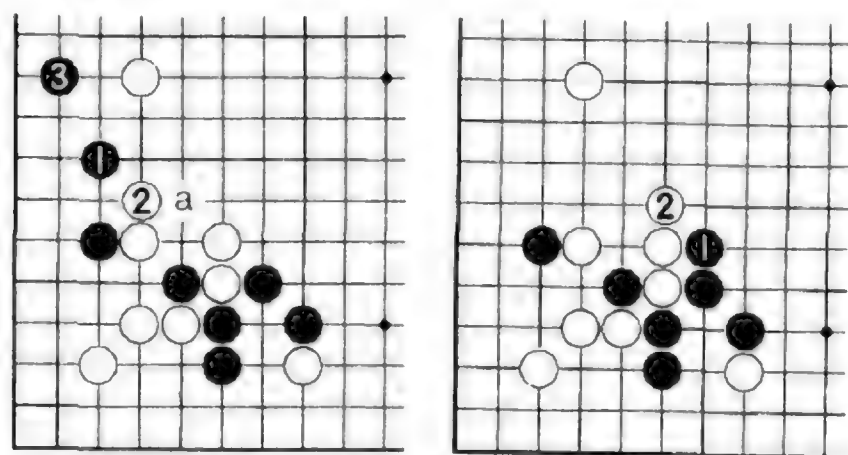
This is a game between dan-ranked players, and in the opening through White 26 both fully justified their status; not a bad, doubtful, or even mediocre move was played. Having said that, however, I am going to be rather severe with the next twenty moves, particularly with respect to the feeling for lightness and heaviness in defense and for scale in attack.



(27 - 31)

Black 27 is somewhat doubtful (2 points). Black loses potential.

Dia. 1. Black should just have skipped forward to 1. If White plays 2 to prevent Black 'a', sliding to 3 is good.



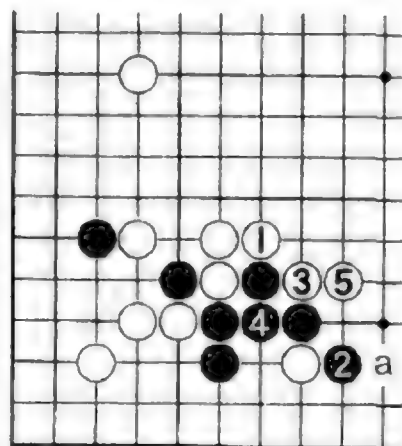
Dia. 1

Dia. 2

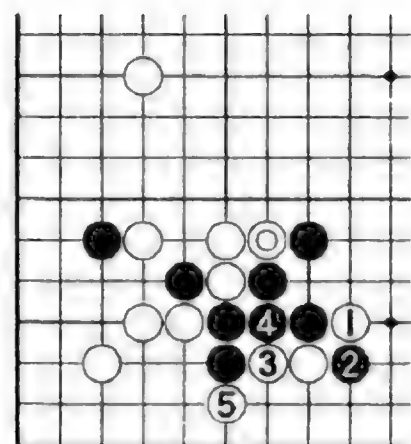
Dia. 2. The potential Black lost was that of pushing at 1 in sente. This was worth keeping because —

Dia. 3. It prevents White 1 to 5, a sequence that threatens to devastate Black's position — next White 'a', for example.

Dia. 4. If Black makes the circled answer to White's circled move, White can hane at 1, then tunnel under with 3 and 5.



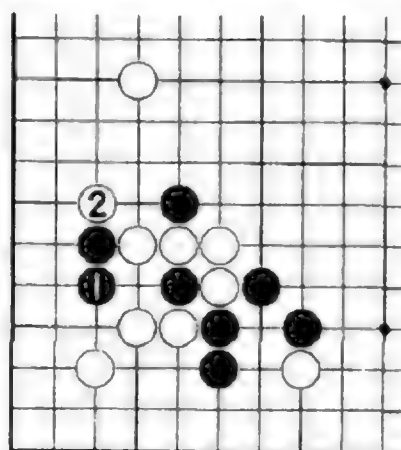
Dia. 3



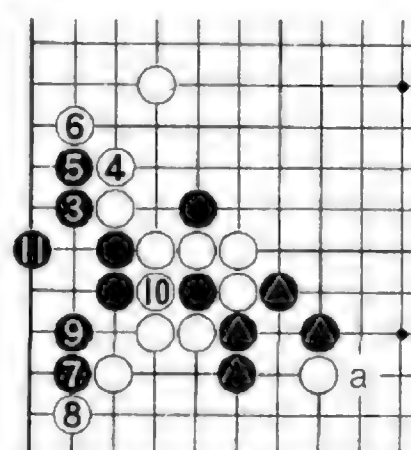
Dia. 4

White 28 was a typical necessary connection (3 points), but Black 29 was a bad mistake (1 point).

Dia. 5. What was Black going to do if White answered 1 with the hane at 2?



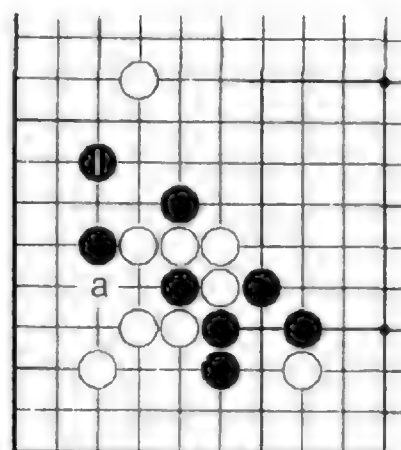
Dia. 5



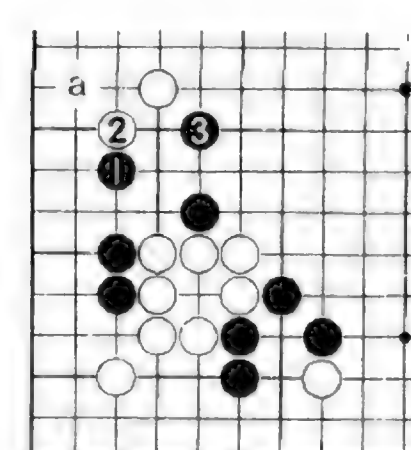
Dia. 6

Dia. 6. He could live with 3 to 11, but that would present White with a large gift of thickness. Next White 'a' would be enough to debilitate Black's triangled group.

Dia. 7. The correct move for Black 29 is again to skip forward to 1. Black can peep at 'a' any-time later.



Dia. 7



Dia. 8

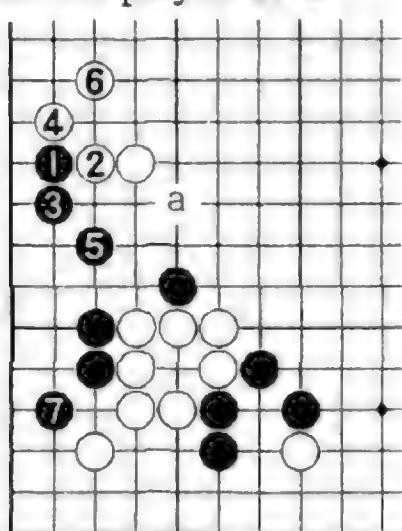
White 30, natural as it seems, has to be scored as a bad move (1 point). Perhaps this is being too severe, but it is White's own fault for missing 2 in Dia. 5.

Black 31 strikes one immediately as being too heavy. To fasten one's stones to a strong enemy

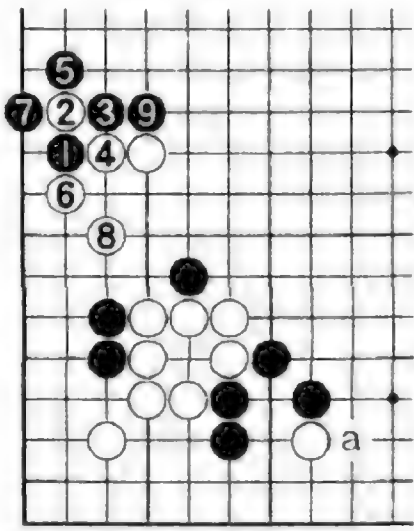
group like this, that already has definite eye shape, does not make sense (2 points).

Dia. 8. For a good move (4 points) try Black 1 again. If White plays 2, Black responds lightly with 3. If White plays 2 at 3, Black slides to 'a' and gets an ideal result. But if that is ideal —

Dia. 9. Why not slide to Black 1 directly? That is the best move (5 points). If White plays 2, Black can live easily with 3 to 7. Black 7 can also be played at 'a'.

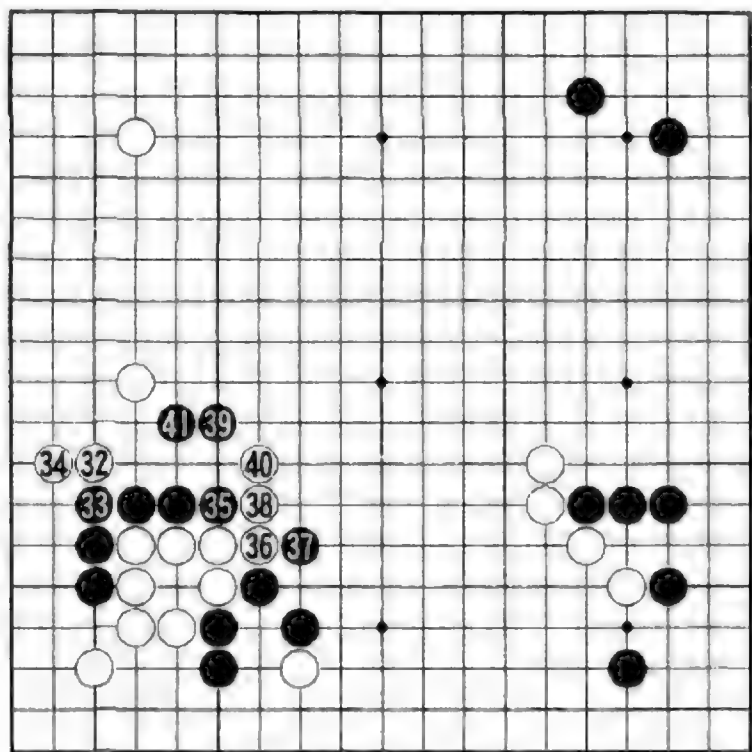


Dia. 9



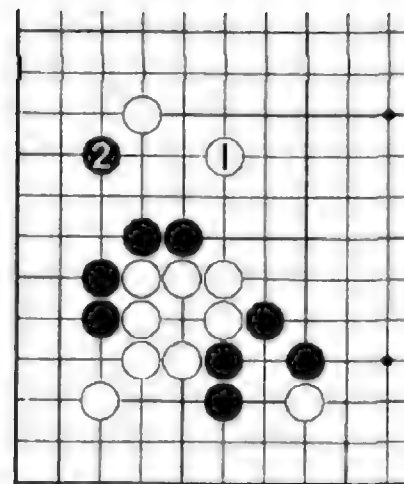
Dia. 10

Dia. 10. If White makes the attachment at 2, Black trades with 3 etc., blasting a hole through the middle of White's sanren-sei. Black 9 may be at 'a'.



(32 - 41)

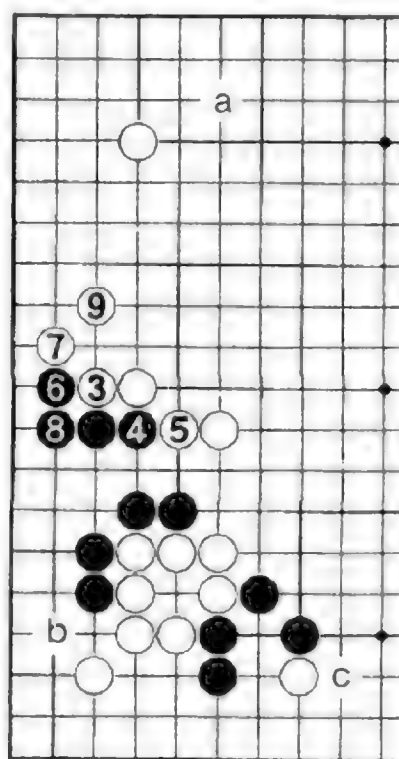
White 32 qualifies, with some hesitation, as a forcing move (4 points). Black 33 is necessary (3 points). One admires the strong attitude shown by 34, but White risks getting involved in difficulties (3 points). Since White 32 was a forcing move, it did not have to be followed up by 34. *Dia. 13* below would have been preferable.



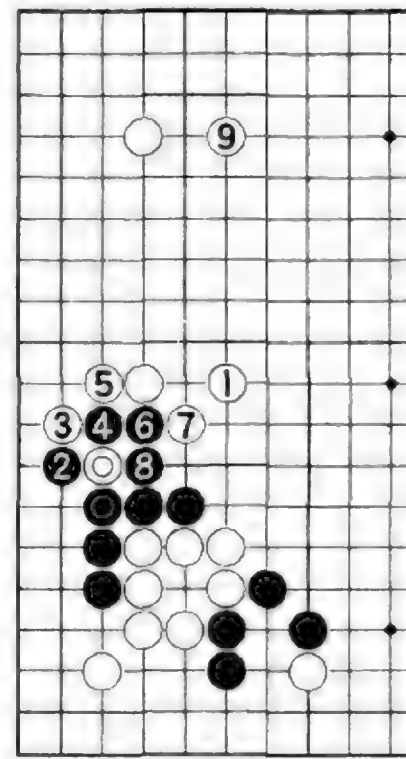
Dia. 11

Dia. 11. It looks as if White could simply hold Black in with 1, but then Black has no trouble living with 2.

Dia. 12. Continuing, Black pushes up at 4, hanes at 6, and connects at 8. The exchange through 9 is perhaps a little unsatisfactory for White. It gives Black a choice of approaching the corner at 'a', going for safety with 'b', or defending at 'c' with his next move.



Dia. 12

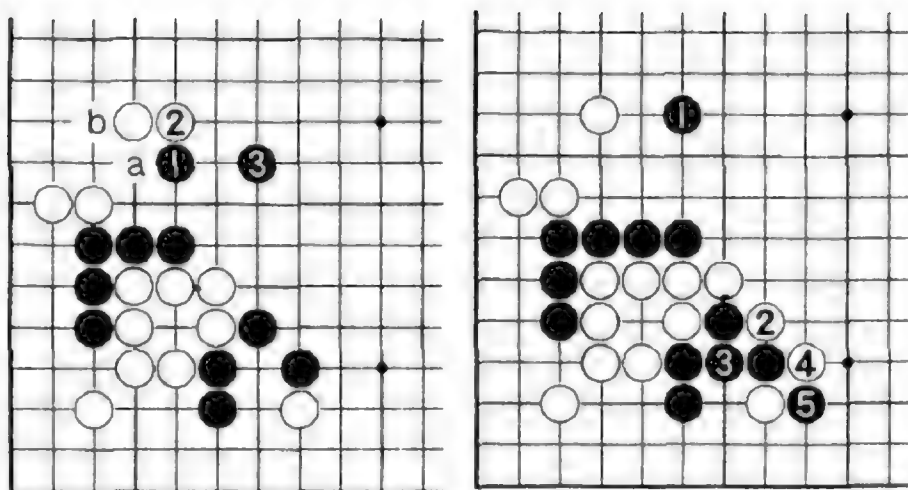


Dia. 13

Dia. 13. A sharper idea is for White to make the circled forcing exchange, then jump to 1. Black 2 to 8 can be expected, and now White gets to close the top left corner with 9.

Black 35: bad (1 point). White 36: necessary (3 points). Black 37: unavoidable? Not quite (2 points). Black 35 and 37 together form a classic mistake — splitting one's own shape — that must be avoided at all costs. First, for Black 35 —

Dia. 14. (next page) Black 1 and 3 seem appropriate. Note that Black can play 'a' in sente, White answering with 'b'.

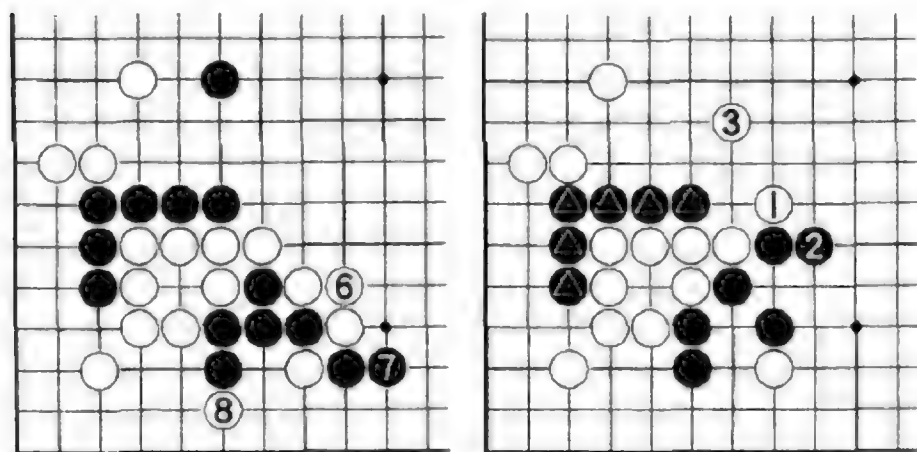


Dia. 14

Dia. 15

Dia. 15. For Black 37, jumping to 1 is correct. Black has to tolerate some damage and move out as fast as possible. The damage, however, is not slight. White 2 and 4 hurt badly.

Dia. 16. If Black answers the connection at 6 by extending to 7, White destroys his shape with one brilliant contact play at 8.



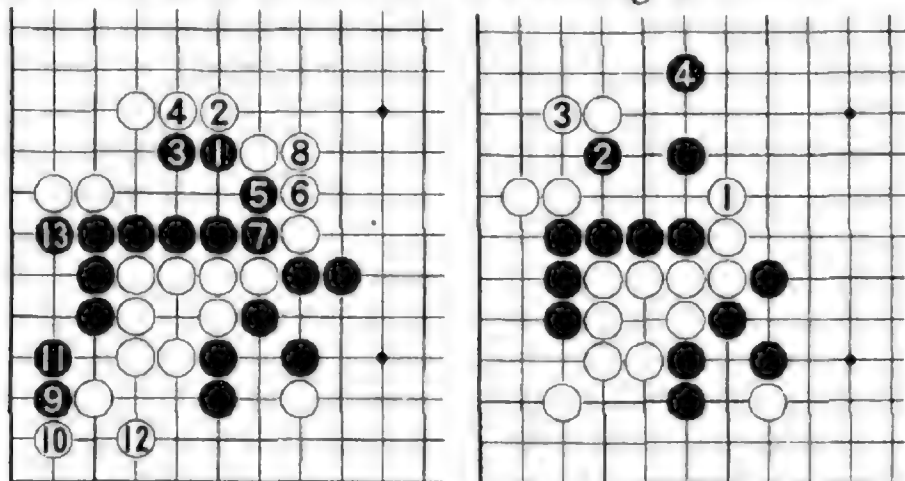
Dia. 16

Dia. 17

White 38 missed a chance, but it certainly caused White no loss (3 points). Black 39 and White 40 also get 3 points, but Black 41 could have been played more lightly (2 points). Taking first the chance White missed with 38 —

Dia. 17. He could have hane at 1, forced Black to extend at 2, then contained him with 3. This would not capture the marked group, but it would still put White securely ahead.

Dia. 18. Black can live, with 1 to 13 for instance, but the thickness White gets in return works perfectly with his upper left corner and leaves him in control of the whole game.

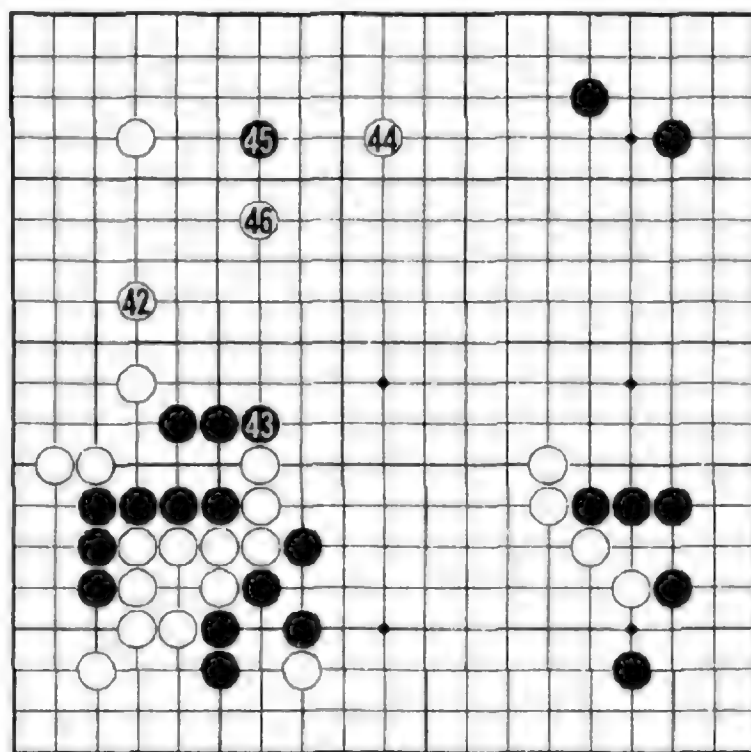


Dia. 18

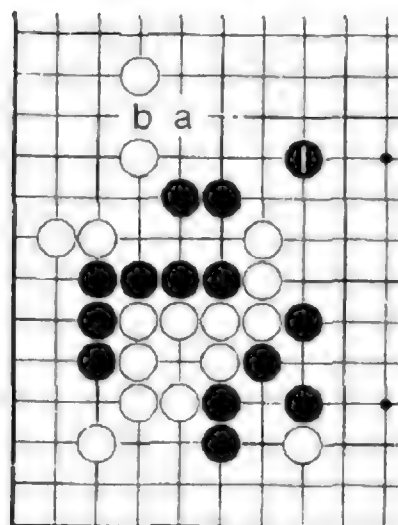
Dia. 19

Dia. 19. At 41, Black should have forced White with 2, then jumped to 4.

White showed nice self control in playing 42 and not staking everything on attack, but this was a medium sort of move (3 points). Black 43 was too slow (2 points).



(42 - 46)



Dia. 20

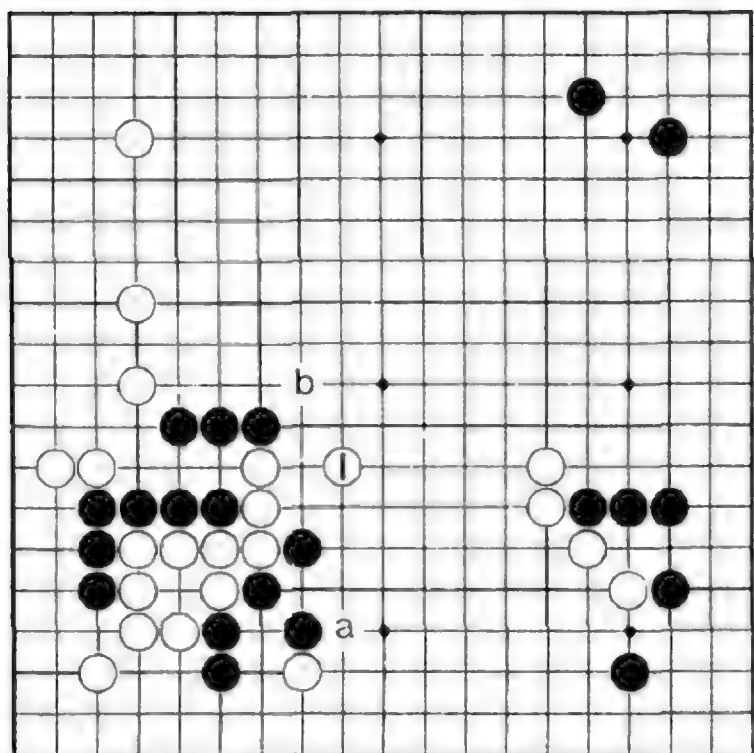
Dia. 20. The knight's move is recommended. Black 'a' is sente (White 'b').

White's style of play shows through clearly at 44. This move is large without doubt, but White should really have kept up his attack (3 points).

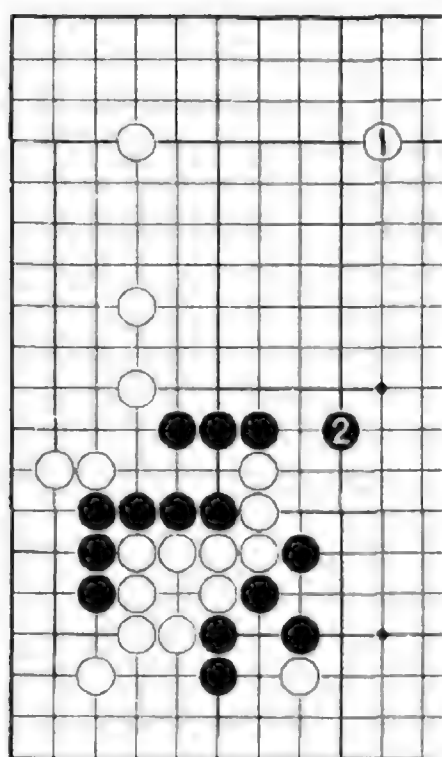
Dia. 21. His strongest move looks like the jump to 1. It threatens both 'a' and 'b', so White keeps the initiative.

Dia. 22. If Black had answered White 1 in the center with 2, White's attack would have come to a dead stop.

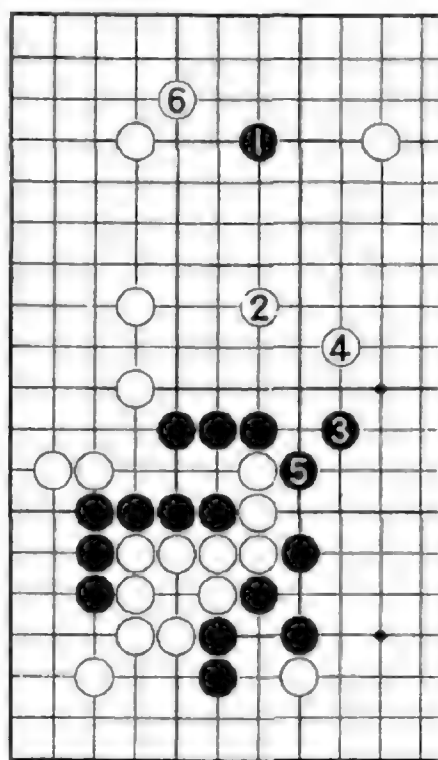
I like the boldness of Black 45, but there is a certain amount of reckless in it also. Having mixed feelings, I'll class it as mediocre (3 points). We are in a stage of the game that requires large-scale thinking.



Dia. 21

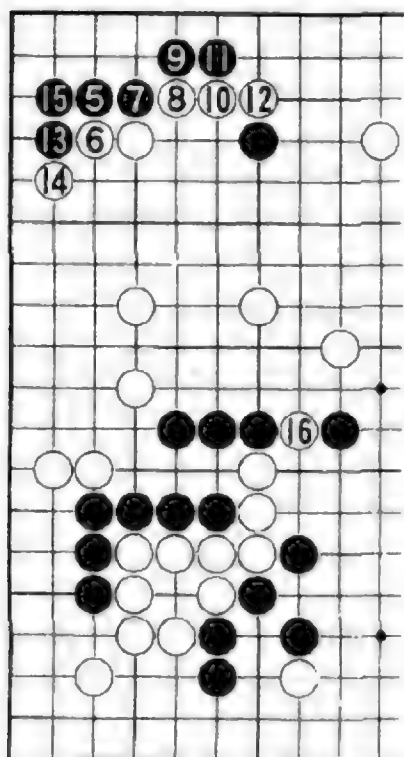


Dia. 22

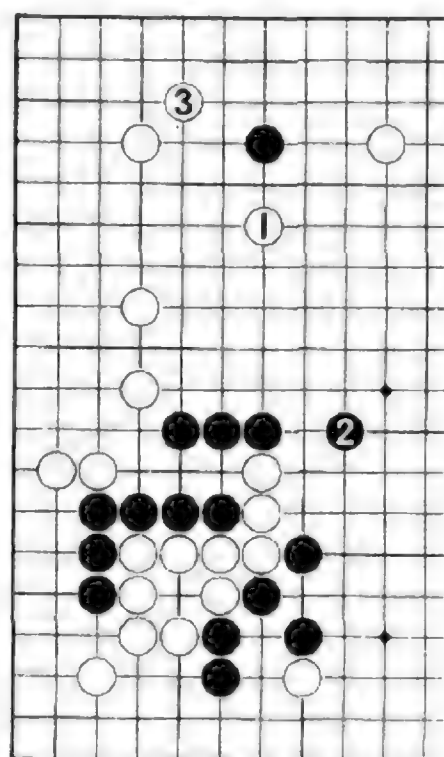


Dia. 23

Dia. 23. How about White 2 and 4 in reply to Black 1? Black 3 and 5 are the proper responses, and now White is nicely set up to play 6. This



Dia. 24



Dia. 25

demonstrates the recklessness of Black 1.

Dia. 24. If Black invades at the three-three point with 5, leaving the gap at 16 unprotected, he is in for endless problems.

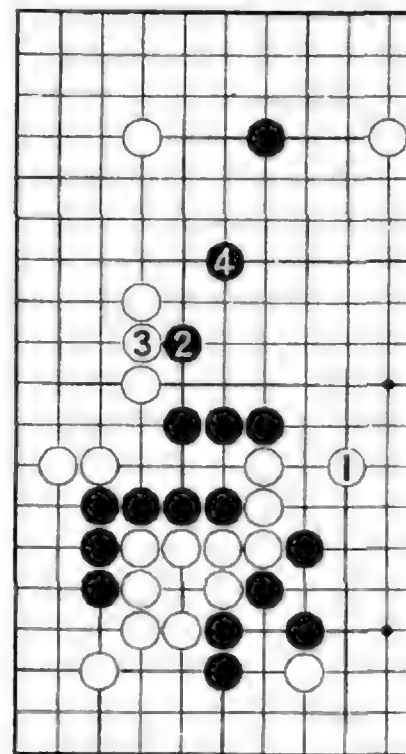
White 46 shows quite good thinking (4 points). It is a close second to *Dia. 24*.

Dia. 25. If Black responds by jumping to 2, White makes the diagonal play at 3.

Dia. 26. Another possibility. Black can link up with 2 and 4, but he is still thin, and White should be able to take advantage of this. The sequence here would, however, give Black an easier position than the last two diagrams.

Totalling Black's and White's scores for the ten moves each, we get 21 for Black and 30 for White, figures that accurately reflect the present state of the game. Black's errors around 29 and 35 have left him with a deficit that will be hard to recover from. At this point no one could predict that he would go on to win (which he did). On the other hand, Black's and White's play in the opening up to 26 – all 4- and 5-point moves – proves that both are better than their scores for this perhaps unfortunately chosen middle-game sequence would suggest.

(From 'Gekkan Gogaku', June 1978. Translated by James Davies.)



Dia. 26

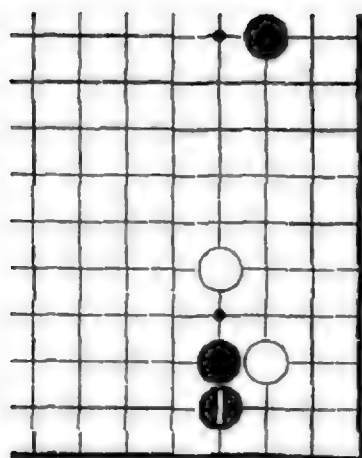
Continued from page 44

defeated Bob Talbot of Auckland, the perennial champion, in the crucial game of this year's tournament. Parmenter will represent N. Z. in the World Amateur Championship in 1978.

The N. Z. high school champion is Grant Moffat of Auckland Grammar, who won all his games at the 1978 Secondary School Go Congress. This year seven players from four schools participated.

NEW JOSEKI

*Recent professional innovations in joseki
selected and reported on by
Abe Yoshiteru, 8-dan*



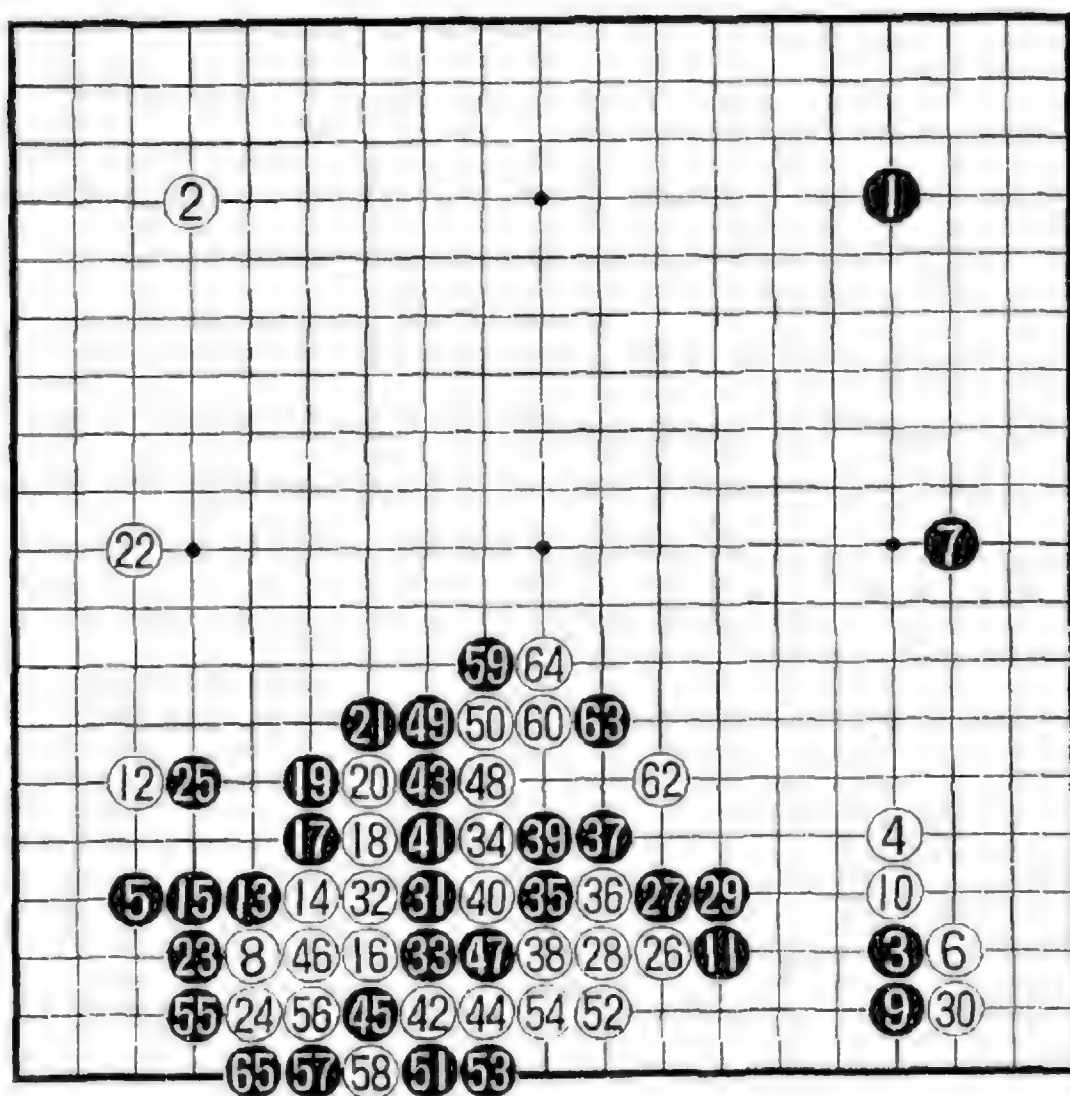
Dia. 1

Black's descent at 1 is the new move this month. The move most often played in this local joseki has been the hane at 1 in Dia. 2, followed by the diagonal connection at 3. After White extends to 4, Black can play 5, or 'a', 'b', or 'c', etc., or even nothing. In addition, he can extend to 1 in Dia. 3 without making the diagonal connection; this was often done in Sansa's time (around 1600) and is still occasionally tried today.

Kajiwara: 'I descended at 9 and played 11 in the game figure for the following reason. If we use the standard

pattern in Dia. 4, White will have to extend toward where Black has already played the triangled stone, and his extension will also have to be a line too narrow, at 'a'. These are both minus factors for him, but they offset themselves by making White 'b' more disagreeable for Black. With the new pattern formed by Black 1 and 3 in Dia. 5, if White extends to 'a' Black can counter by clamping at 'b'.

'Black 1 in Dia. 5 was shown me by Yasunaga Hajime, and it looks rather good, but I picked the wrong time to play it. The right move here was definitely the pincer at 1 in Dia. 6.'

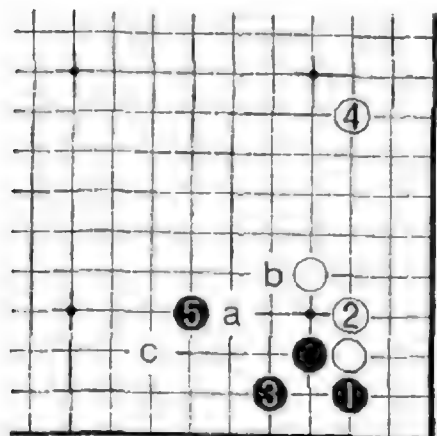


Game Figure (1 - 65). 3rd Kisei Tournament

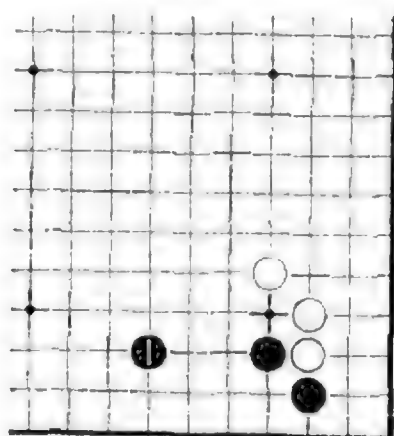
61: ko

Black: Kajiwara, 9-dan

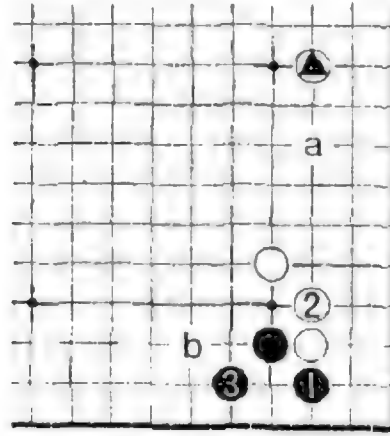
White: Magari, 9-dan



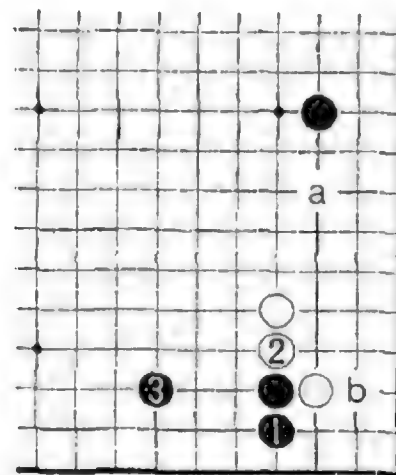
Dia. 2



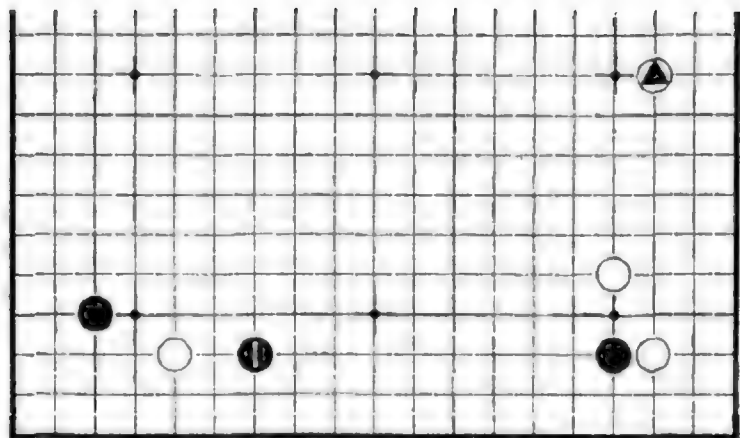
Dia. 3



Dia. 4

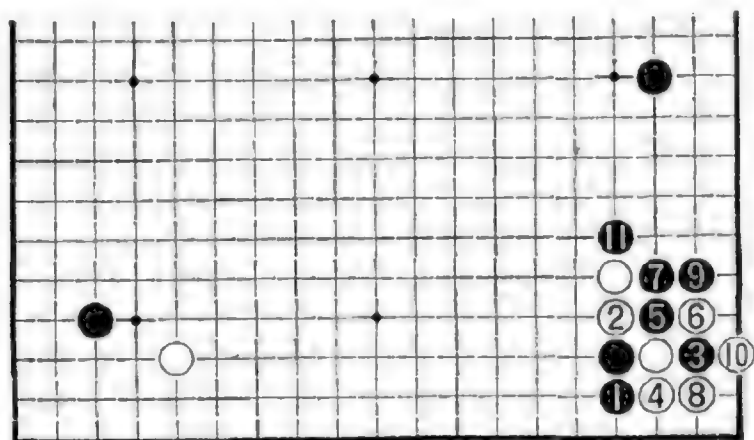


Dia. 5

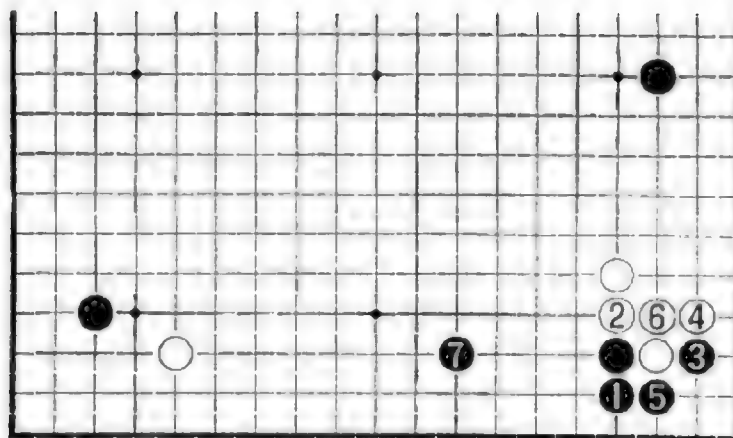


Dia. 6

Fujisawa Shuko: 'I'd like to try clamping at 3 in Dia. 7 right away. If White plays 4 and Black



Dia. 7



Dia. 8

plays 5 to 11, Black seems better off. If White plays 4 in Dia. 8, he is being forced. But I agree with what Kajiwara said in Dia. 6. The right side has already been played out by Black ▲, so Black should make an immediate pincer at 1.'

Kajiwara's new move is a real innovation; I have never seen it anywhere before. He may have gotten it from Yasunaga, but he deserves credit for being the one to try it out in a serious game. When the surrounding conditions are right, i.e. in special circumstances, it seems highly playable.

('Igo Shincho', July 1978. Translated by J. Davies.)

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Continued from page 37

games were really fierce. Sakata would say, 'If I had made this move, I would have won'. In reply, Kato would crush him with the strongest conceivable counter. After being worsted in one such session lasting several hours, Sakata said plaintively:

'I've had it - I've lost both the game and the commentary. Yet when I was young I never lost the post-game analysis.'

Poor Sakata was as unhappy as if he had lost two games.

('Go', October 1978)

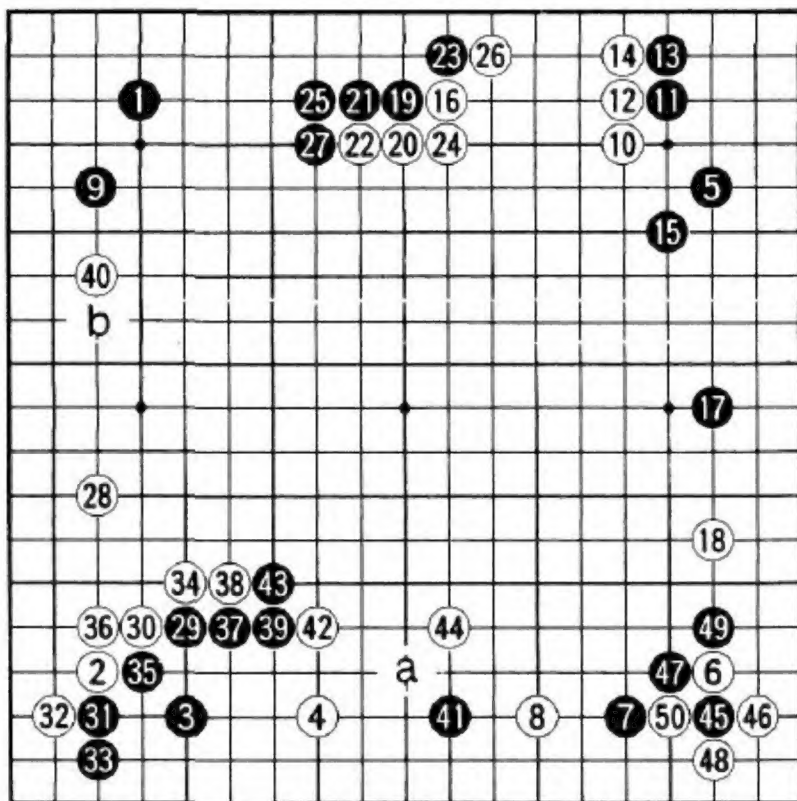


Figure 1 (1 – 50)

Exile at Stake

Doetsu v. Sanchi, Game 11

White: Yasui Sanchi (1617–1703)

Black: Honinbo Doetsu (1636–1727)

Played in 1669 at Edo Castle

White wins by 9 points (moves after 217 not recorded).

The first great challenge match of the Edo period (1603–1867), between the 2nd Honinbo San'etsu and Yasui Sanchi, the 2nd head of the Yasui house, ended in an inconclusive draw, so the post of Godokoro remained vacant (GW9).

Honinbo San'etsu died in 1658 and was succeeded by Doetsu. About this time the government began to take more interest in Go matters. In 1662 Go and shogi were placed under the jurisdiction of the jisha-bugyo or Commissioner for Monasteries and Shrines. This was a 13th century office reestablished by the Tokugawa government in 1613. In 1635 three commissioners were appointed, rotating in office for a month at a time. Presumably Go was attached to this office because of its close connection with Buddhism. In 1664 the o-shiro-go or 'castle games' played in the presence of the shogun became established as a regular court ceremony and in general the Go world began to flourish.

In 1668 Yasui Sanchi gained appointment as Meijin Godokoro. It was widely believed that this appointment was contrived by powerful patrons of Sanchi who brought political pressure to bear

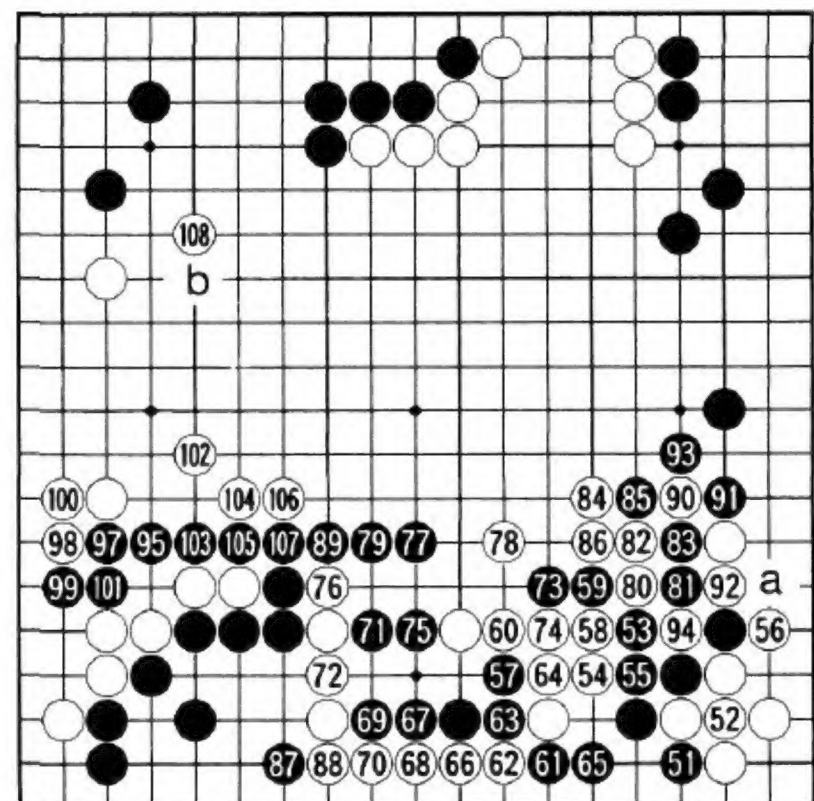


Figure 2 (51 – 108) 96: at 90

behind the scenes. The honour of the Honinbo house, not to mention loyalty to his dead mentor San'etsu, prevented Doetsu from acquiescing in this arrangement. He lodged an immediate objection with the jisha-bugyo and requested permission for a challenge match with Sanchi. The grounds for his objection were simple: how could Sanchi be accepted as the strongest player of the day, that is, as Meijin, when Doetsu and Sanchi had never played a game?

The jisha-bugyo granted Doetsu's request, but, legend has it, not before trying to scare Doetsu. In theory the appointment of Sanchi emanated from the shogun, so that in making his objection Doetsu was in effect criticising his superiors. If he lost the match, Doetsu might therefore have to face the possibility of exile. Doetsu's response to this threat is supposed to have been that not even the prospect of death would deter him from his challenge.

The jisha-bugyo ordered that a sixty-game series be played, at the rate of twenty games a year – quite a contrast to the leisurely pace of the Sanchi – San'etsu match. Doetsu had hoped to play on even, but as he was then only 7-dan and Sanchi was Meijin or 9-dan, he was ordered to play on the handicap of 'jo-sen', that is, black in every game. Actually this put quite a burden on Sanchi, who also suffered from a disadvantage in age, being already past his peak as a player.

The first game was played in 1668 at Edo castle. The result was a jigo and according to

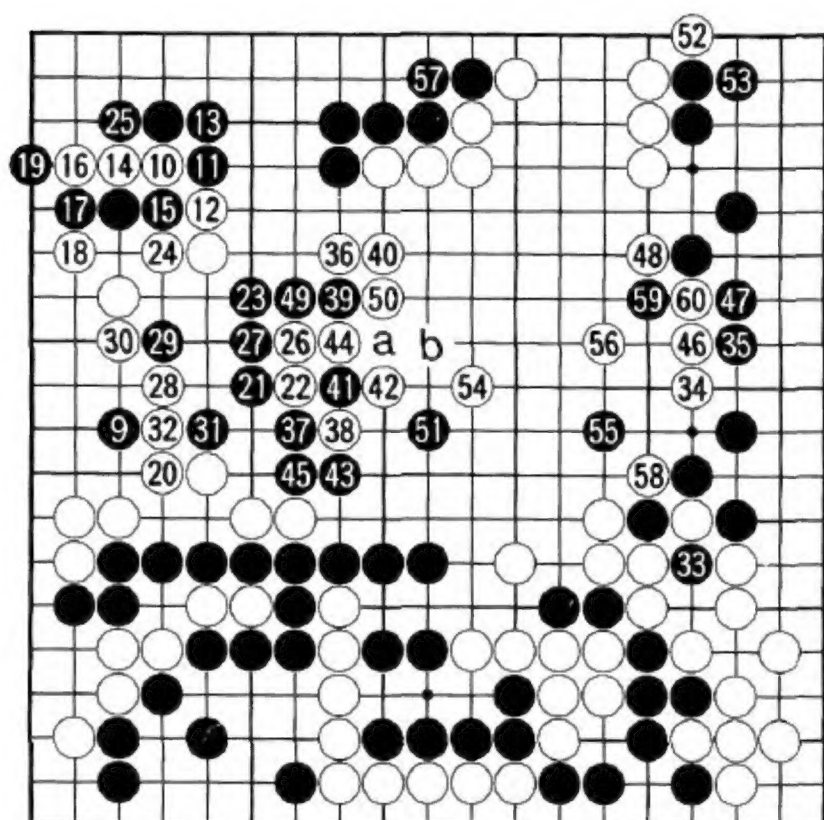


Figure 3 (109 – 160)

rumor this had been prearranged at the request of Sanchi. In later times this became the traditional way to begin a challenge match. In this case the real start to the match came with the second game, played in July the following year (the original decree to play at the rate of twenty games a year was obviously not taken seriously).

By 1675 twenty games had been played. After sixteen games the score was nine wins to Doetsu, three wins to Sanchi and four jigos. Since this gave Doetsu a clear lead of six games, the handicap was changed to 'sen-ai-sen', that is, black-black-white, the handicap for a one dan difference in rank (the other condition for changing a handicap was four straight wins).

Only four games were played at the new handicap, with Doetsu winning three games on black and losing his sole game on white. The series was then suspended, for Doetsu had proved his point. In 1676 Sanchi resigned from the office of Godokoro, though for a period he retained the rank of Meijin, according to one account. For his part, Doetsu did not aspire to the office but instead recommended his heir Dosaku when he retired as Honinbo in 1677.

At the time this victory was seen as a triumph for Doetsu, but the historical verdict has also been generous to Sanchi. The consensus of later generations was that keeping a player of Doetsu's calibre on the handicap of jo-sen for sixteen games was a considerable achievement, something possible only for a real Meijin. The popular verdict was that Sanchi 'showed superior experience'.

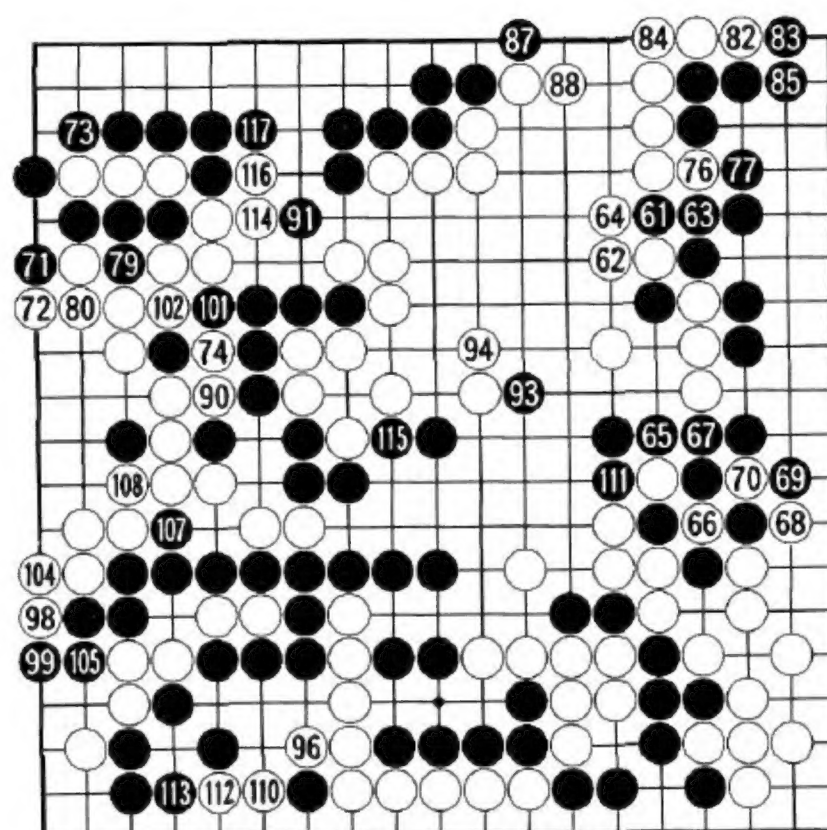


Figure 4 (161 – 217)

ko (over 70): 75, 78, 81, 86, 89, 92, 95

ko (over 66): 97, 100, 103, 106, 109

Figure 1 (1 – 50)

White 4. A favourite move of the Yasui school.

Black 19 is aggressive; 21 instead would be more usual.

White 40 is also aggressive; defending at 'a' would be the standard move, but then Black could extend to 'b'.

Figure 2 (51 – 108)

Black 53. The solid connection at 55 seems better, as White 54 is a useful forcing move. Black has trouble with his heavy group in the fight here.

Black 79. Black 92—White 'a'—Black 83 would be better, as White's cut at 90 is very severe.

White 84. A nice move which makes miai of 89 and 90.

Black 95 is his best ko threat, but this exchange gives White the lead.

White 108. White 'b' would be good enough, but White is aiming at a nice follow-up.

Figure 3 (109 – 160)

White 10 etc. An excellent sacrifice sequence. White 20 wraps up the game.

White 42. If at 44, Black squeezes with 'a'.

Black 43. If at 44, White kills the group with White 45, Black 49, White 'b'.

This game was decided by White's skilful handling of Black's severe invasion at 41 in Figure 1. It is a good demonstration of Sanchi's prowess.

White wins by 9 points.

Next issue. Honinbo Dosaku and the dawn of modern Go.

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